FEBRUARY 1990 £1.95

YC

MEDIA MECHANATION

Do Androids dream of large paychecks?

Double Dragon II

FREE POSTER
Eye of Horus

Sim City
Ballistix
The Untouchables

LIVERPOOL FC
A Barnes stormer!!!

Bushido Warrior

4 FREE GAMES!

GALDREGONS DOMAIN

Galdregons Domain

If there's no cassette on this cover ask your Newsagent where it is!

ISSN 0261-6277

contents

Argus

WARNING

THIS DISK WILL GIVE YOU HOURS OF FUN

THIS DISK COULD GIVE YOU 6 MONTHS IN PRISON

If you Pirate Software you are a thief. Thieves will be prosecuted.

6 4 YC

BUT FIRST THIS...

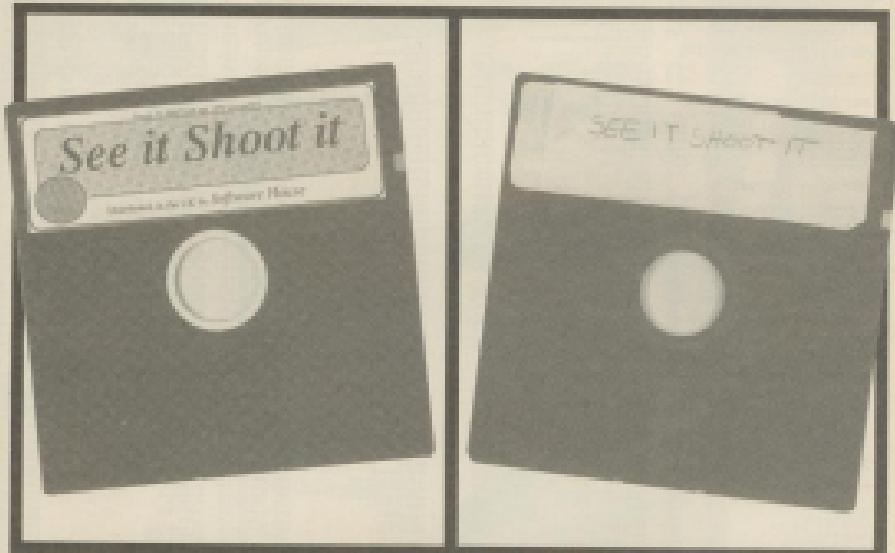And so the second new look YC is upon us already, and we have even better things inside than before. Not only do we have numerous games reviews, but we have the first EXCLUSIVE review of Liverpool FC - The Computer Game, from Grandslam Entertainments. Having been a Liverpool supporter for my whole life, it is an honour to finally find the justification to put a picture of John Barnes on our cover (you wouldn't like to know I went to school with John, would you? Nope, didn't think so!).

Of course all this is not all, we also have the cassette, a superb collection of four excellent games, Colour Strut and Androflaw, having only been released on disk (via our incredible laser print Commodore Disk User - the best disk based magazine in the entire universe!). Ninja and Pipeline 2, on the other

hand, have done extremely well in the past for Virgin Mastertronic, and we wouldn't like those who missed them to feel left out (incidentally, Pipeline 2 was my favourite budget game ever!).

Other thing is the gigantic Cass Trio so smooth as Duncan Goodhew's stomach! Is a new comic strip (we'll not be getting rid of the Nibbles though!) featuring blood, gore, blood, death, mutilation and maybe some computers as well. There are further even more obscure, Skeet Island Deks coming up, with even more obscure people. More lovely posters. And the entire Fishord promises me that he'll be even more outrageous in the future.

I'll leave you with this joke. Why did the roadsweeper cross the road? To scrape up the dead chicken! (Sometimes I kill myself. You wish I would!)

Rik Henderson

D·T·

One of the main input for new adventure developing houses, Magnetic Scrolls, has signed up with Virgin Mastermonic.

Poached from Microprose, the house is responsible for such classics as The Pawn and Fish, and we can be guaranteed that their latest product will be every bit as good.

A Citroen sponsored car has recently won the famed Lombard RAC Rally. Driven by Pentti Airikkala, and navigated by Ronan McNamee, the Mitsubishi-Citi team used home to victory in truly impressive style. It's a shame that Citroen printed are not quite as fast as their four-wheeled counterparts.

Fancy beating up a granny, or assaulting a gorilla? You finally get a chance in Street Hassle, a new release from Virgin Mastermonic.

For the small sum of £2.99, you have an option (of normal?), everyday encounters to overcome on your daft fighting moves. One extra feature not seen on many other games, is the fact that the moves available to you change from level to level (watch for the eye-rolling technique!).

Also rereleased is Soiling, the old Activision game, at the affordable price of £1.99. You have the ability to design your own yacht and sail against other top countries, in this (in our knowledge) most accurate translations of the sport.

The Computer Shopper Show will have to find a new venue if it wishes to be run next year. Overall on the days on which it ran, it attracted 26,658, who found the heat and the stuffy atmosphere at Alexandra Palace too much to bear.

One possible venue, sources have indicated, is the Wembley Conference Centre, and although the show would actually be a 'box-mover' one, it has already been rated far higher than the recent Commodore Christmas show.

In fact, things got so crowded at the Palace, Database Exhibitions (the organisers) had to appeal through LBC and Capital Radio for nobody else to come.

Three incredibly popular boardgames – Scrabble, Cluedo, and Monopoly – are all to be released on a limited period triple pack for the C64 cassette or £19.99. A disk version will be available at the same price, but will only feature two of the games: Scrabble and Monopoly.

Emlyn Hughes has lent his name to another Audiogenic game. This time it is not based upon sport, and is more in the mould of pub-style games.

Titled Emlyn Hughes' Arcade Quiz offers trivial questions in six categories: Pop & Rock, Entertainment, Arts & Literature, People & Places and For Luck. You must progress horizontally towards a win box by answering questions from the subjects, whilst collecting fruit and money. If you are too slow, or fail to answer correctly too many times, you will land on the loser bar, signifying the end of the game.

Plans are obviously more...

The latest Tengen game to come our way (via Domark) is Cyberball. It is an American Football derivative that did extremely well in the arcades.

Set some time into the future, the teams playing have been replaced by robots and the ball by an explosive lump of steel. There are two thirds out on the field now, and to manage to be managed in a mad dash for the machine.

It will be released in mid January (to coincide with the Superbowl) and will cost £9.99 Cassette, £12.99 Disk.

OK, has been busy, and it's latest product line of the seen before it's even been released.

Search for the Titanic is An Oceanographic Adventure Simulator and it obviously features that large underwater ship that suffered unfortunate damage after hitting an iceberg in 1912. Around £300,000 has been perished in the disaster and you must find the ship where it lies.

On The Tape

Colour Bind

Colour Bind is a multi-level strategy game that will have you testing your hair out before you've reached the end of it. Solving the puzzles may not be easy, but you have to break the clock as well. As if that wasn't enough, you can try to improve on the original design – the game comes complete with its own construction kit.

The idea of Colour Bind is to work your way through all 20 levels by pushing blocks of the same colour together. So all red blocks must be touching, as must all yellow, green and blue blocks. You control a ball with which you push the blocks. But be careful not to push them down holes or fall into them yourself. Dark blue blocks cannot be moved and act only as an obstruction.

Filters will only allow blocks of the same colour to pass over or be pushed onto them. For example, only red blocks can pass over a blue and onto red filters. Screens have varying amounts of time allowed. When the time remaining

KEY	PURPOSE	JOYSTICK
Q	Quit to title-page	None
L	Choose level	UP: Move up a level. DOWN: Move down a level. FIRE: Confirm level.
1	Set the time allowed	UP: Add 1 in range. DOWN: Take 1 from time. RIGHT: Add 100 to time. LEFT: Take 100 from time.
C	Clear the game grid	None
CtRL L/R	Move the object pointer L/r	None
CtRL u/d	Move the object pointer u/d	None
F1	Grab	None
F3	Load	None

you find yourself in an impossible situation.

You have three lives to start with and an extra one is awarded every 2000 points.

When you have sucessfully completed four screens you will have a choice as to your game style (H8. If you start on cell game you must still finish four screens.) You will be faced with a remnants of arrows with a filter at the top of the grid. You need to push the block at the bottom of the screen onto the arrows of your choice so that it follows them to end up on the filter. Success means a bonus of 50 times the time remaining.

The designer allows you to create your own levels. To enter the design-screen press 3 from the title-page.

There must be something to connect on all screens so you may not change level, quit, play or save over a game ball is positioned and there are at least two blocks of at least one colour. You must also have ten blocks of each colour to make...(H8). Press 'T'. You'll be prompted for a filename and asked whether you want to save or type a disk. The screen will clear and the levels will be saved. When the screen reappears the operation is

is turned into a bonus. Running out of time means the loss of a life. If you lose all of your lives on a screen, you will be allowed to restart from that screen by selecting option 2 on the death-screen. Select option 1.

Three keys are used:
P – Pauses/Unpauses game
Q – Quits to the title-page
'Running' – Quits the current life (if

over. To load back and levels press 'F7' and follow the above procedure.

When you enter this mode you will see level one being displayed on the left, to its right will be a block containing all 16 items you can use. At the bottom you will see a course showing the level, and next to it the time that is usually allowed to the screen.

At this point the computer is waiting for you to select a level to edit. Push up on the joystick (Port 2) to move the cursor to level one and push down to come down a level. As you do so the screen will change to show the new level. When you have got to the level you want press fire.

You will then see two arrows appear. One pointing to the top-left square in the grid and one pointing to the ball in the object block. The

one in the object block points to the object that you want to position on the game grid. You can move the object pointer using '2558 Up/Down Left/Right' on the keyboard.

When you have selected the object you want, move the grid pointer (with the joystick) to the square where you want to place the object. Press fire and the object will be placed. You may not place any blocks or holes on the top or bottom vertex. Only one ball is allowed on any one screen. Placing a ball always moves it from it's old position to the new one.

To select you have designed your new screen you may want to change the amount of time allowed to complete the screen. To do this press 'T'. The arrow will disappear. Pushing up on the joystick will increase time by 1 unit, pushing

down will increase it by 100. Light will pushing left will decrease it by 100.

If there's no chance for your screen, pressing 'C' will clear it so that the whole grid is blank and the ball is removed until you reposition it. If you want to select another level to edit press 'E' and follow the procedure described above.

If you wish to quit the designer and return to the title page press 'Q'.

When you have finished designing a level you may want to save it. Pressing 'R' allows you to save the level and call your new screen with the name 'Q' will return you to the designer and the current screen being edited.
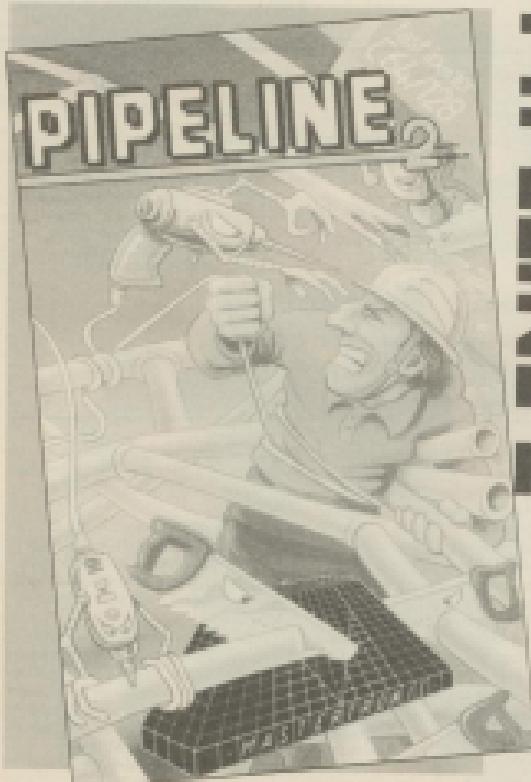
PIPELINE 2

Coleman Fred has a problem. The pipes MUST be kept open and the bubble filled in therein. Aarg, the owner of the plant will have bills of his anatomy removed in ways too unpleasant to think about.

Trouble is the waterhas this curve between overnight and untold hordes of maniac drills, hammers and assorted sharp things are wandering along the pipes, trying to pierce holes in them.

This must be stopped.

Holes in pipes means holes in Coleman Fred and out their is a understandable reluctance to undergo such radical changes to his plumbing arrangements. So bear all the arrests Fred has a gun and an unlimited supply of welding but dense sealants (all called 'kits' by the way). It has tools and only a water kill can fix it - if you can keep him unmolested to the site of the leak long enough to do his bit with the trusty Instant Screwdriver (Sorcerors). One small dab of sealant and everything has taped the entire contents of his Road Passages inlet collection most of which is way nasty, the largest pieces of work - onto the pipes. As you are now about to assume the role of Fred it is probably only fair to warn you about the scorpions.

Ser me harris Fred! The tank at the top of the screen are holds so much and you must keep the pipes intact to ensure that enough gets through to fill up the required

number of containers. As you progress up the levels, more barrels will await you at the bottom of the screen and you will discover that they all get filled. Naturally, the real gem-hunter and the better you get, the more eyes and barrels there are and the more determined the deranged drillers trying to stop you.

To repair a leak you must tend to will to the spot where the pipe is broken. To get control of the workman, simply walk over him! He will then follow you anywhere! Look out too for off the broken nose that the will. If you line up the gun with the target by positioning fired correctly. Once the level in the tank gets low your score will start to decrease rapidly, and if it empties out - forget it!

Strategy

You can afford to lose countless fields without loss of points, so long as fixed remains where you have the job. Connect with any of the moulding machinery will knock hard so tell up the pipes, with disastrous effects. Use the workmen as shields if you have to, they're expendable and there will be another one along in a ...

Controls

Joystick in port 2.
or Keys
RUN/STOP - UP
CNDR. - Down
L - Left
: - Right
SPACE - Fire
F1 Pause
F3 Number of players
F5 Number of lives
F7 Instructions

minute! Just keep those barrels filling. Don't move around the pipes unnecessarily, especially in the early

levels, since it becomes more difficult to defend fired once you move away from a spot where he has a clear line of fire along the route the nasties must take to get at him. It's also worth remembering that if you've nearly finished a level and the pipes are busted open there could be enough left in the pipeline to fill up the barrel without you having to repair it any more. Defend fired instead.

To finish out the deluge, the don't die easily and will hunt fired down around the pipeline. It takes planning to keep ahead of the cloud.

The erratic alone NINJA is in the land of death. His timely quest is to rescue the Princess Di Di, pearl of the Orient, who is a prisoner in the Palace of Pearls. And he must gather idols she has dropped to prove his worth.

As well as fists of thunder and feet of iron NINJA is gravest weapons: a slashing Samurai sword, spinning death stars and a throwing dagger. But these weapons are also

Controls

Joystick only.
↖ walk left
↗ walk right
↑ jump
↓ crouch/pick up
↖ jump right
↙ jump left

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Walking left & holding fire button

high kick · jump & punch · utd sword

body kick · · throw

low kick
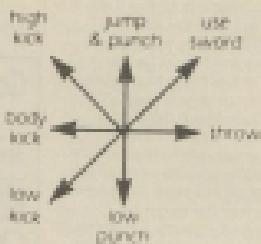
Walking right & holding fire button

utd sword · jump & punch · high kick

throw · · body kick

low punch · · low kick

完付パ

HIGH SCORE   200   IDOLS 2 EVIL NINJA
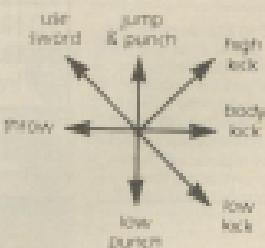
given to the fierce evil Ninja
opponents who guard the doorways
and the stairs.

As he rises through the levels his
opponents multiply, his strength
drains but his resolution grows.

HIGHER LEVELS ARE REACHED
THROUGH THE HOLES IN THE
CEILING
STAND UNDERNEATH AND PUSH THE
JOYSTICK UP TO ENTER FURTHER
DEADLY DANGER.

Araknifoe

When writing Araknifoe, I frequently tried to convince myself that I was writing it as an act of self-therapy. Along with a large percentage of the population, I am terrified of spiders and can't even look at photographs of them without feeling as if I've been punched in the stomach. And as spiders are frequent visitors to my flat, this can cause major inconvenience in my day-to-day existence.

In most households, the favourite venue for spiders seems to be the bath. When confronting a spider in the bath, only the most dedicated arachnid-basher will ignore the compulsion to wash the offending arachnid straight down the plughole. I frequently, however, run into problems with this system, as the bath outlet is parioably blocked, and the water does not flow out fast enough to take the beetlier spiders with it. Often I see a spider clinging to the plughole, crouched to spring, its breath still waiting for the water level to subside, so that it can come bounding out again. This has led to hour-long vigils at the bathside, where I stand attempting to ensure that no intruder has really gone, and isn't just travelling itself in the overflow pipe before recommencing the attack.

It was after one particularly long and harrowing bath-watch, that the concept of Araknifoe came to me. The game is set in the bottom of a bath. In the distance can be seen the plughole, a writhing, a battle of ferocious-nine standoff champion. The object of the game is to wash the spiders down the plug hole, by aiming a jet of water with the onscreen crosshair. The spiders are available from zapping the stopper, allowing the crosshair to move freely. Annihilation (wasp) is limited, with level indicators on either side of the screen. To refill, aim the crosshair over the drips from the tap and press the fire button the armour refill. Both are lovers to the next bath for a short burst of positive wagering, while being chased by a particularly large spider.

The 1 or 2 player option is selected by pressing keys 1 or 2, and the game is started by pressing any of the top row keys.

As I said, it seemed that writing a computer game about spiders might be a way to purge myself of

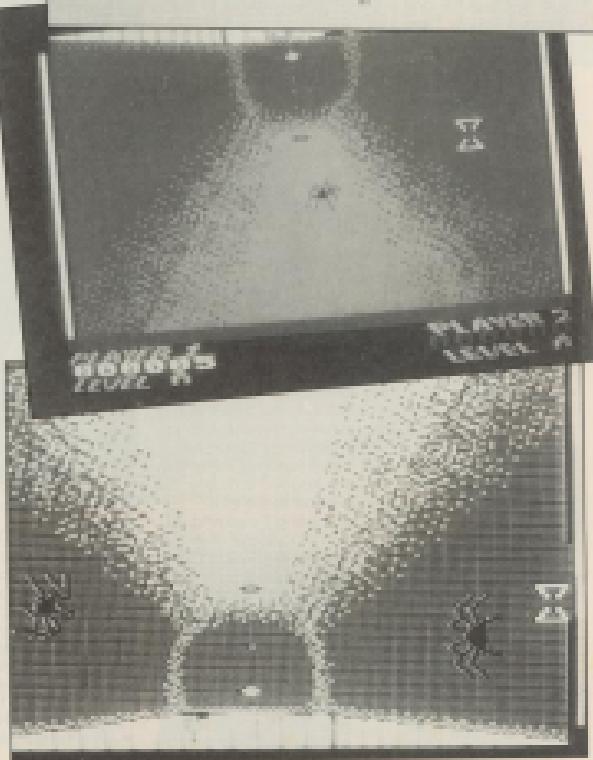my absurd feelings about them — designing A32 spider spider definitions, spending months watching them scuttle across my screen and then wont to send the spiders in my computer have turned out to be even more indestructible than the spiders in my bath.

Stephen Chance

GALDREGONS DOMAIN

78%

Supplier: Pandora
Price: £9.99 Tape, £14.99 Disk.

Every land in peril needs a lone axe-murdering, brain bashing, leprornaniacal slaughter house of a hero ready to save it in need has you. As if this wasn't enough, a wizard of an evil persuasion, who has recently risen from the dead, has decided to destroy the kingdom with the aid of five magic gems.
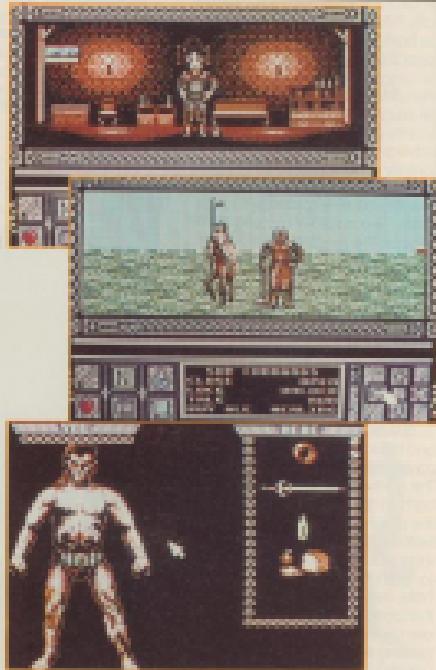
The King must be desperate because he has sent for you and named you as his only hope, this is because all the previous questing heroes are now dead. With a dagger in your belt and an ego the size of an elephant, you set forth. Deciding to stay clear of the maxes until you gain a few weapons and a mail suit, you visit the local inns. It is best when conversing with the landlord to ensure that you have your right made, as devering the landlord does so leads to prompt arrest. Having equipped yourself with the fair nought to maxe so that you can in a dark road and not fight made, as devering the landlord does leads to prompt arrest. Having equipped yourself with the fair nought to maxe so that you can in a dark road and not fight made, as devering the landlord does, simulating the picking up and dropping of objects. At the tote number of potions and weapons found may become hard to keep track of, so when the action starts, the potions get spotted and weapons wielded, not so carry a spare.

As a result of being waylaid on the way, you seek greater challenges and the task had goes are

for a chat. This idle gossip not only relieves the tedium of the journey but provides a few helpful hints for your barbarian's continued survival. Varying the few scattered houses will acquire you with the various healers and several generous citizens who will equip you for your task.

At this point you may begin to enter the hostile version so it has no magic facility and there four the towers a small to prepared barbarian the towers should be a breeze. Scratching dead bodies provides many a useful item and introduces you to the inventory and item manipulation screen. Here you see an image of your character and what he is doing. Along the bottom of the screen are the inventories of the axes must states, the drop down shown entries. Items can be dragged from one slot in which they are happy to oblige. In the enchanted land of the stairs, a non-mapping adventure may soon become last despite the good intentions of the scrolls. The journey becomes more mazy as the forest becomes more clear, The first frontier for the heroes hero is the temple where

guards abound, both human and snake.

On the 16-bit machines the game will not come to much but on the 64 the graphics are good and the gameplay feel of you can grasp the sword. A good flow in the dark escape with a little mapping thrown in for variety.

AP

18 4 YC

never played the
original Double
Dragon and on the
strength of this sequel I'm
rather pleased. The
original story concerned
the abduction of Billy's
girlfriend Marian by a fat
street gang The Black
Warriors', and the efforts of
Billy and his brother Jimmy
to get her back. The
sequel saw the fragrant guy
on a wild kill frenzy and
wiping out the scum that
litter the city streets, etc.

Well, now the Black
Warriors have come back,
apparently having been
saved from the dead by
the magical powers of the
one surviving member.
Now they have not only
taken Marian again, but
this time they have killed
her (good for them!). Your
task is to find her, and
avenge her poor, ugly, ah,
sorry, bring her back to life. Oh,
and while you're at it, why
not indulge in a spot of
mindless violence.

Why not? 'Cause the
game is a piece of doo-
doo that's why not. It's a
one or two player set up
and you take on the role
of Billy or Jimmy. The
joystick controls direction,
and the fire button will
alternatly punch, kick,
jump and all that sort of
stuff. Basically you just have
to fight your way from left
to right until you reach the
end of a level. There will
be a selection of different
state baddies attacking
you, and a selection of
weapons to pick up and
use.

All this sounds OK, but
when you get down to
playing the faults start to
show through. The game
direction is lousy: you can
easily find yourself being
felled by a geezer that you
doesn't come anywhere
near you, and walking into
a wall that looks as though
it's way away from you...

The one saving grace is
the presence of a good
player (though this could
be good and the various
selection of enemy are
obviously aggressive

DOUBLE DRAGON III

52%

▲ Ooo, it's the three stooges!
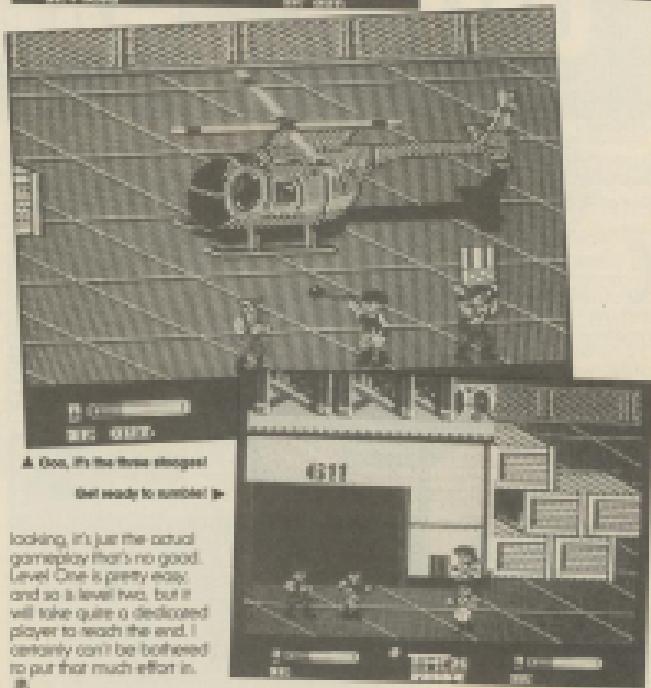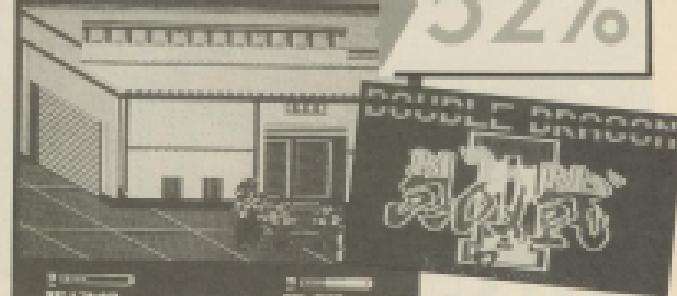
Get ready to rumble ▶

looking. It's just the sound
gameplay that's no good.
Level One is pretty easy,
and so is level two, but it
will take quite a dedicated
player to get to the end. I
certainly can't be bothered
to put that much effort in.

THE

UNTOUCHABLES
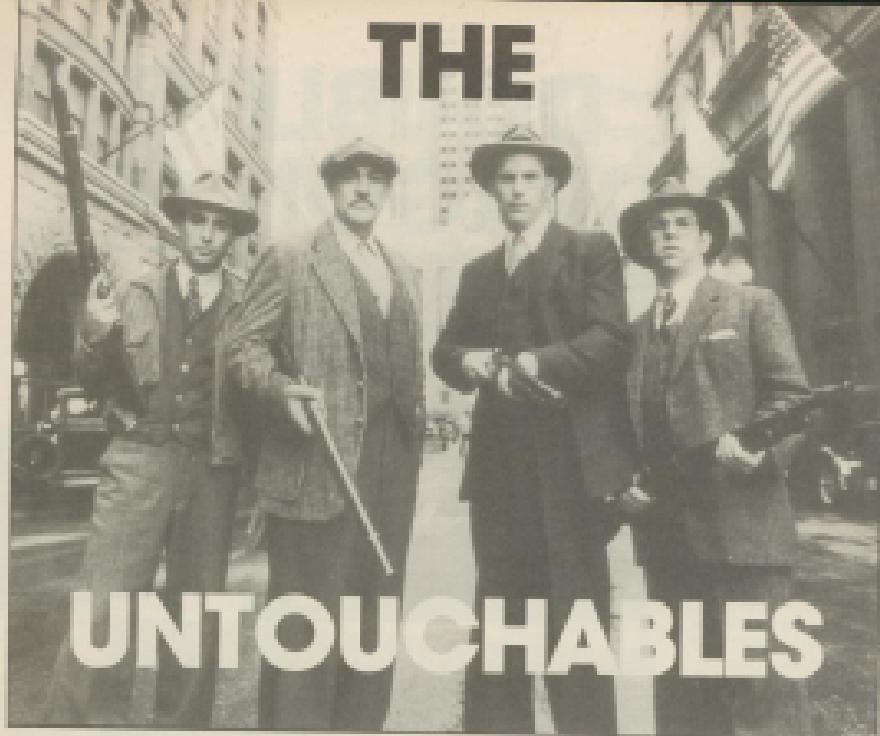
Supplier: Ocean
Price: £17.99 Disk

Chicago during prohibition. Not a lot of a place. I can't help but have a great deal of sympathy with Capone and his Mafia boys, after all they were only providing a public service. I mean we're not better off without them it's no booze about? Maybe this is the reason I'm no good at this game. I just can't get into the role of Elliot Ness and his goody-goody Feebie buddies. I want the baddies to win. Surely it can't be that the game is hard?

Well, maybe it is. It's certainly a very compare game, with six different, and varied, levels at board quite accurately

around scenes from the film. Now the film, a pretty violent, and at times, and the boys certainly weren't averse to a spot of mindless kill frenzy (not-em-up action but maybe it wasn't quite that bad as this. Take the first level. You remember near the beginning of the film, the stairs scene with a pram, (in hold), bursts in on Capone's hoorish flunkeys and buds open the joint? Well certainly he wasted a few slumbering booze runners. But in the game he has to waste a hell of a lot more. It's a fairly straightforward platform type game with lots of crates and things to stumble over.

The object is to find ten of Capone's accountants, who are away and grab the ledgers they drop so your bullets tear into their flesh, smashing their bones

and splattering life juice all over the walls. Very messy, and not at all easy. You see these buggers aren't daft. If you get anywhere near them they run away and you have to start all over. If you're going to catch them, there's also a lot of little minions running around and all are quite keen to take the wind out of Xir Elixir 'Whæzer Your Whæzer Nose. That's you by the way.

If you manage to gather enough evidence to get onto the next level you find yourself in a hostage on the Canadian border, where a dogmann of dangerous enemies is armed. This is the most distasteful of all the levels as the object is not to kill people but to destroy booby traps. By this stage you have got your team of Untouchables together, and there is the option to swap between them during the level in order to avoid getting blown away.

Levels 3, 4 and 5 centre around the stand out or the train station. In Level 3 you are on your way to the station and have to battle through the bootsteers avoiding, or rather killing, a host of Capone's henchmen before you get there. Again you may switch between which of the Untouchables you have under your control, and have the option to reload and all that sort of guff.

Here it's into the station itself and it's also mine as fires has to stop a small baby in a pram from perishing horribly in a hail of bullets, while maintaining his pursuit of Capone's assassins as he heads for his getaway. The Nose baddies while being careful not to get innocent bystanders, and make sure little bubby doesn't go hurtling down the stairs. Then you're onto the platforms and Capone's last surviving cronie has

taken a hostage. You have just five seconds and one shot with which to wipe out the baddie, and if you miss the hostage buys it.

The last level involves Ness' rooftop battle with Frank Nit, Capone's right hand man, but it's going to take you a long time to get that far.

All the way through the

game the graphics are great, and the atmosphere created by the sound effects is spot on, making a very good representation of the film and a very underrated one in the various levels that you'll keep demanding for a long time. There's no simple shoot-em-up stage and all the time you are

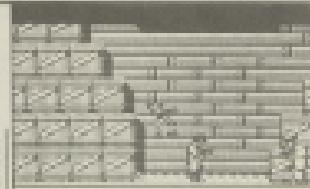looking to do just a little bit more than kill baddies.

It's not a terribly original game but so thorough, it's definitely worth looking at. If you enjoyed the film, you should be familiar with and enjoy all aspects of the game.

• The back monster is dead!

• Who is that man in that dirty mac?

• I bet that brats the box of tricks?

THE OUTLAW
DIABOLICAL
MESS UEES IN 3D DEPTH

78%

YC ▶ 21

OMEGA
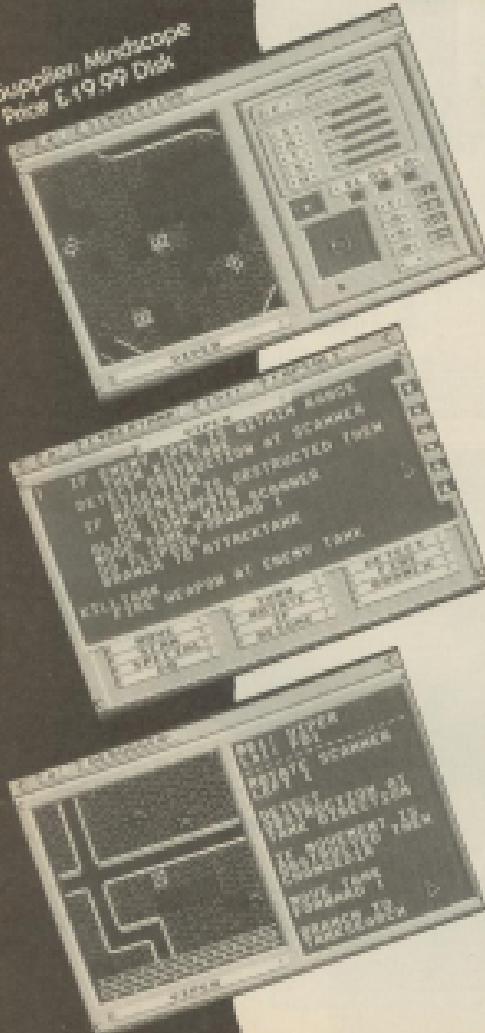
I thought that I had heard and cried victor when the editor allowed up to ask if I wanted to do a review. My suspicions were further aroused when the package arrived in the post with considerably more stamps than is normal for a computer game in a city bag. Despite prior reasoning there was only the hole in the bag so there was some trepidation that I opened it. A couple of disks, a few screens, a reference guide, an introduction to the game and the instructions manual. But the work had been instructive because I have seen instinctive DOS managed. Over 200 pages have been here with 140 pages, day to instinctive in the innovation of change. I've never got near all of them.

The first is well into the future which I am not near as the name of the "cyborg". You have probably heard the talk entering the so-called Organisation of everyone's forward to your life, designed to allow the Project, developed in the latest in computer land that will be the mainstay of your government's defence system for some considerable time.

Before they let you loose on the real things though, you have to undergo various stages in which you have a tank contest budget to spend on a prototype. Only if this is successful will you be given a progressively

higher security clearance.

The physical design of your tank is perhaps the easiest part of the game. You must select a form factor from a menu, engines, a power pod, weapons systems for your machine without accidentally Agusta with fuel, power and the like. The selected form is allocated further facts with which to pack this kit. Not only are choices such as early warning units, shields and repair kits. Only when you have organised all of your training do you get down to the business of funds.

A tank sitting in the bank until getting runs, it do use for anyone though so the next stage is to test it out whether such this is where things really starts as you have to program the gaps with a new programming system. In the Command Command Language.

This is a simple structured language following number'd procedures and is not as difficult to learn as it first seems. This is because that is because you see like first have seen written for you and can be found in a library of routines on one of the disks.

In addition, the command structure within the game prompts you all the way along to get the right words appear on the bottom of the screen and selecting one of these
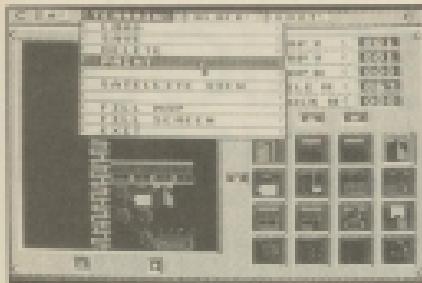
leads into a sub-menu appropriate to the chosen icon (cost).

At the end of the game, you are only likely to be concerned with the tactical moves. But and tactics are simple; it only lets you prepare for those units you'll need to include advanced Italian restrictions. The display is very bright, using you. This helps several wasted steps. It also suggests that even such references...

When you think you are ready, you must get the program to authorise your design. It involves checking that all the parts of the tank are present and that there are no glaring errors in your load.

If everything checks out, it is time to try out your creation on a simulated battlefield, either one of the three included in the game or one of your own design. Again, you can vary the conditions by adjusting the number of tanks, what your objectives are and whether you are working alone or in a team.

You will no doubt have to make a series of modifications to your design at this stage as you discover why the enemy is thrashing you all the time and not the other way round. When you are happy with what you have, you can ask for clearance. This puts your machine into a series of random encounters

and assuming that you win at least 70% of your battles, you are given a new, bigger and better chassis.

The trouble is very thorough somewhat choosing I'll just add there's a lot of jargon that is supposed to add atmosphere to the game, but which tries to be almost convincing. The few extra graphics such as projets of your design would not have gone amiss either but then this area seems important to me so gauge that was along on graphic options. The controls are very simple to follow with most tasks accessed from the main menu. One small niggle is that I would have liked the sound to have had an on/off option, but I expect the kind of person who plays this game to want the sound turned up to full all the time.

This is a strategy game in its purest form so if you don't enjoy that kind of thing then it probably won't appeal to you though, then you should find enough here to keep you quiet for many a long winter's night.

72%

MOONWALKER

64%
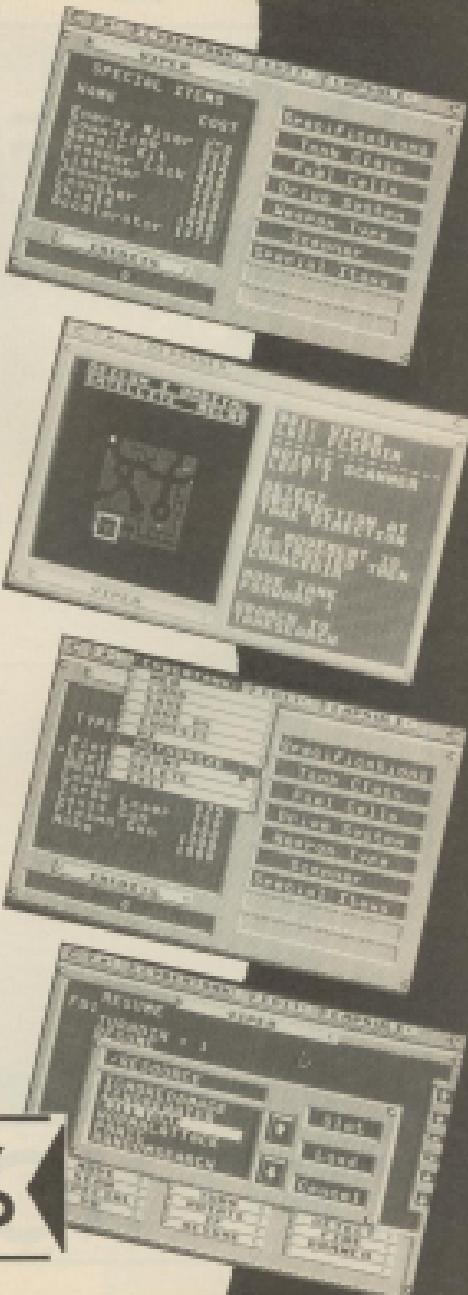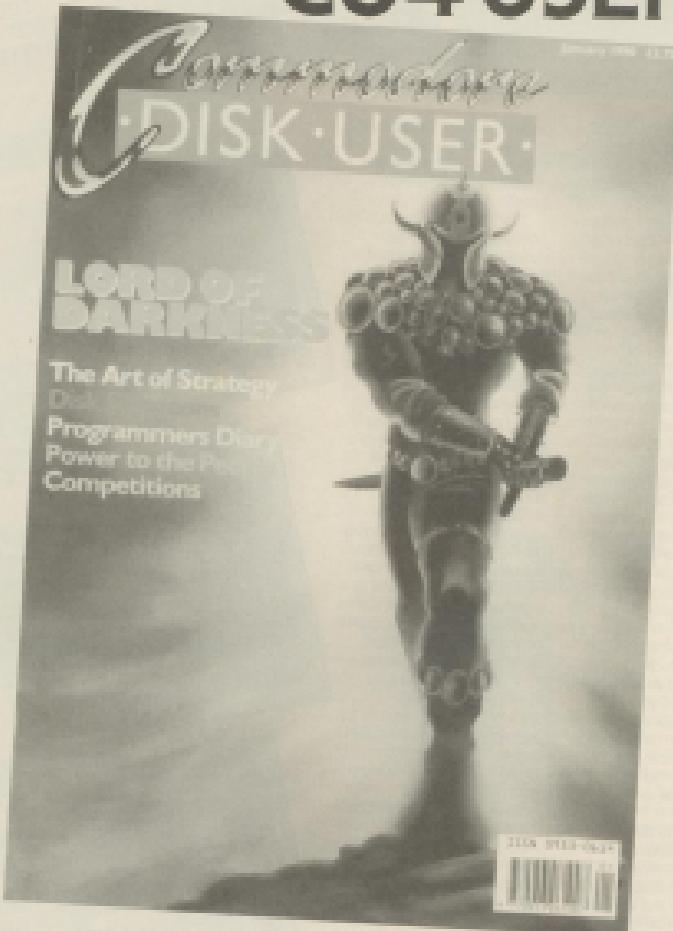
Supplier: US Gold
Price: £14.99 Disk,
£9.99 Tape

LOADING LEVEL

'm bad! I'm bad!' screams the poxy little speaker on my dodgy monitor, and I can't help but agree with it. The game lives up to the song too, but maybe not in the silver

sling style intended.

I'm not a great fan of the mutant singer myself and taking on the role of the coffee coloured superstar holds little appeal, especially when the object of the first level is to disguise yourself as a rabbit. Yes, a rabbit. You

see, young Michael is stuck on a Hollywood studio lot surrounded by all sorts of fairly mundane Japanese tourists, overdue an horseback (presumably leftovers from the latest Hay Fordgers epic), and of course other hangers on. You have a radar which directs you to the various bits of your costume and when you have to collect and dress up in whilst dodging all the rampant fans as they try to strip your clothes off.

Every second or so, you have to steal your platinum discs. Once you're fully dressed up, and now look

like a tota pilots you have to find a motorcade on which you spend your way to Metubelate.

Here you find that Mr Big has seen through your captive disguise and has set the fans on you again. This level is ridiculous on your own guts on which you also have to find a pair in order to wipe out Mr Big's robotic hoardes. Oh, and you have to find a full load of children from a fate worse than death. Mind you, being rescued

by Michael Jackson strikes me as being a fate worse than death.

Finally there is the arena, where all sorts of laser guns and cannons are pitched against you by Mr Big's Guardsmen, as you scuttle around to take the raddies to safety. Personally I'd be more satisfied by joining up with Mr Big and putting an end to the little toads once and for all, but then again that's not really the point of the game.
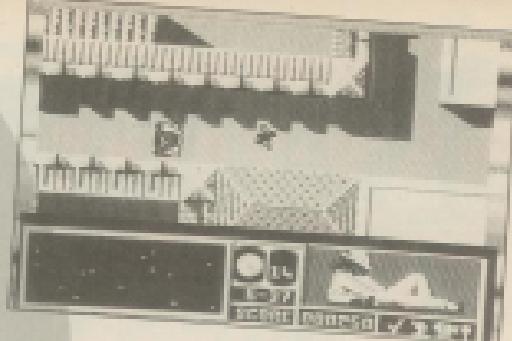
The graphics on this game are really rather nice, and when you start playing it seems as though you are going to enjoy yourself, but after ten minutes you realise that it's all on one level you begin to have your doubts. The game is pretty hard and rather unrelenting on this early stage and when it gets hard to find at the fans and pieces you need it's also pretty hard to get yourself killed. The more you put your battle flag bag, every version of Moon pitch into which becomes very irritating after a certain amount of time.

I didn't like this game at all, but to be fair, it's pretty enough that an unrelenting sort fan might think it. I'd bear thing and most goes anywhere. Not for me. I love good graphics.

JL

YC 25

BATTLE CHESS

Title: Battle Chess
Supplier: Electronic Arts
Price: £14.99 Disk

Pawn Humps Pawn!

Get it all your chess!

80%
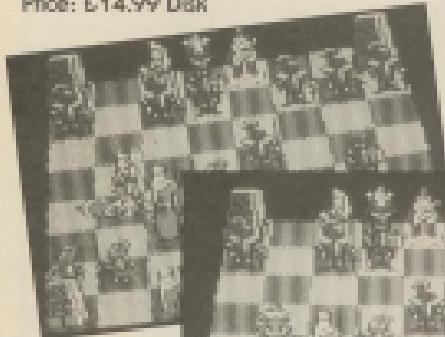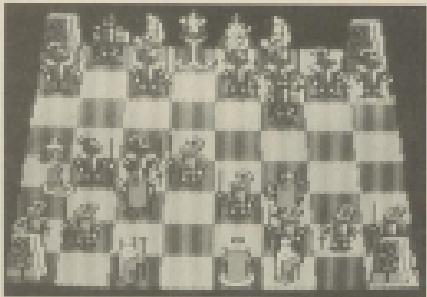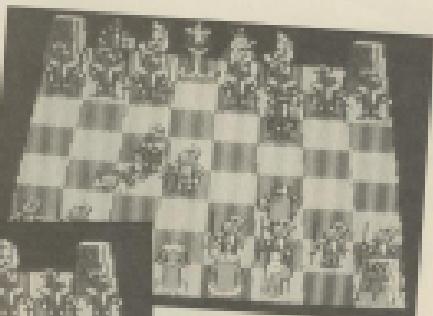
For reasons that will become obvious, the game is supplied only on disk. It features 2 megabytes of computer animation routines that combine to literally bring to life normally stale and static chess pieces. How the movie (pawn takes pawn) isn't as simple as it sound as the losing pawn doesn't give up without a fight as they duel to the death.

The fact that the game also features a sophisticated chess program than offers both 2D and 3D views and ten levels of play is almost forgotten as the animation takes over. In most chess games that offer 3D views, this usually just turned to 2D as it adds little in the game. The wind of change finally blows, though.

Pieces now move according to their type. For example, a pawn marches up the board; the king shuffles; the queen has a very little wiggle and the knight moves after pieces out of any up it moves to its new position. The rooks are in fact rob monsters that stomp as they move and stomp on anything that gets in their way. The fun really starts when battle begins and each piece match up has its own sequence of animation. When pawn meets pawn it's a straight sword fight, but when the better pieces get involved the fun really starts. When a bishop is captured it pummels its opponent with a great flail, but the queen and the knight's lances run with a mixture of poetic when defeated.

The queen uses powerful magic and either zaps an opponent or opens up a pit in the board for them to fall in. When the rubies are turned the pairs up her feet and runs, only to be caught in the back. My favourite fight is when two knights face each other in combat. The result reminds me of the Black Knight in Monty Python and the Holy Grail as the losing knight first loses one arm, then the other and then both legs before he is finally defeated.

This is one program to have fun with whenever anyone asks you what you can do with a computer. **SI**

26 ★ YC

Bushido - The Way of the Warrior

83%

Supplier: Firebird
Price: £12.99 Disk
£9.99 Tape

character, mix ingredients to make spells and arm him with sidesteel weaponry. The making of potions, swords and weapons is all too fun but continual ingredients and potential for fear. Some of the ingredients are free: they can be found...

Once entering the fortress you are presented with a view of the room you are in plus a constant display of energy fighting off your horse you chop off his head, or throw them in... thus reducing his fighting strength and freeing you to search the rooms for the rest of your way around the room...

but within every room you would encounter awaits hidden danger. But with the right weaponry, spells, wands and the all-important magical chart. A cheat when you find the right magical ingredient for the option and your quest you can change field items...

As you make your way through the castle you become poisons and the options panel to change field items...
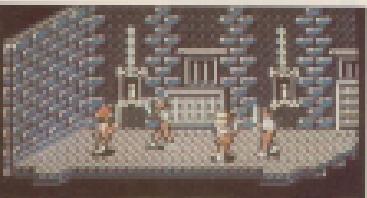
...plodding characters in this game, it goes for the Firebird in a big way and you become really beautiful map neatly eliminates the one possible gripe. Not a full blown roleplaying game but a nice mixture which may have some appeal for...

28 A YC

FOOTBALLER OF THE YEAR 2

Supplier: Gremlin
Price: £4.99 Disk
£9.99 Cass

I was spaced, Gazza, Mazza, Dazza and myself who were waiting at our respective tables when the announcement was made. The grim-faced host slowly opened a golden envelope, and my mouth resembled a large basketball hoop when my name was read our aloud. The winner of 'Soccer Incentive Award of the year is Me Henderson'. What a shock. Dazza won the footballer of the Year award for the third year running, but he looked extremely perturbed that he had failed yet again to get the big one.

Footballer of the Year program, or the firm groundwork that its prequel laid beforehand. Footballer of the Year was good, but not as good as it could have been. It was bugged, and in arcade sequences relied too much on luck (of ten the Sprite/bonus). This updated version, however, should leave more of a boardgame as it works more freely on the skill of whoever's using it. During the game the sprite moves around a league structure version. You must become footballer of the year by solving mega amounts of quantities. To time though, there is

only one division (the UK Superleague), consisting of teams like Liverpool, Ipswich Town, Rangers, and Shamrock Rovers. You can change the names of the teams involved, but the league structure remains.

There are goalcards, as before, although the method of scoring has been completely rewritten. Instead of just hitting the

ball in a direction and hoping for the best, you are shown a diagram of the goal. A cursor must follow this play in order to score the ball, and chances are good. Hopefully push the keeper will be scoring. But this tactic reminds me a lot of Kick Off and genres of that ilk.

If you score enough goals in a specific match, you may be chosen to play for your country, which involves competing in the World Cup. When you do so, you must score in each and all of your international games or you will be dropped. There are

also two home tournaments, and your Footballer of the Year chances rely on you winning medals in these.

There is also a small quiz section, which allows you to 'double or quits' with your money. This is unbelievably easy and it makes the game a lot more straightforward (due to almost unlimited amounts of dosh). There are nine skill levels to select from in total, each of which requires the squaring team that much fuzzier and harder to solve what with.

Footballer of the Year 2 has been nearly improved in comparison, with a new engine and, in preservation alone 2 too, moved the old theme of the YC's is a great tune to play, and it's almost as good as Rob Hubbard's oldie of the Year Simulator.

YC FUN *1

91%

To the software houses this is the most genial time of the year, as the money they can get when you release that load of old development for next year's graces. The first line of attack are the big name games such as Hewson, Operation Thunderbolt and Ghostbusters II. If you've got any money left after that lot then prepare for the second line of attack, the compilations. These aim to entertain with three, four or even five games for the price of one. Then the big boxes line just look even stronger this year as they pounce, titles such as Operation Wolf, After Burner and Thunder Blade, all of which distinguished for the top spot last Christmas.

Everyone's a winner with compilations. The software house already has the games and so only needs to package and market it, and you and I can bag a bargain or catch up on missed titles. Since most cost around £12.95 as coverdisk and £17.95 as disk, you can afford at least one blast from the past.

US Gold

US Gold evidenced not the top spot but also with the helicopter place arcade Thunder Blade, as it isn't surprising that their features in two of the disciplines and five compilations.

The first pedal coaled comp hits it and Micro with Computer And When Games magazine (whatever) might I added the leads over the top US Gold annual compilations of at time. Alongside Thunder Blade there's the 1986 Defense Hummer One Out Plus, shoot-em-up driving action with Road Blasters, a rave from the grave with Spy Hunter, the game that started your love of road blasting games and the Capcom classic Bionic Commando. If I had to pick just one game I think I'd go for Bionic Commando, as it has laser-loading, arm-swinging, villain-blasting action really goes less the feel of the futuristic commando raid. What would you pick? The good news is that you don't have to choose as they're all available in the one pack.

76%

Winner's a the appropriate name for US Gold's second compilation that also features Thunder Blade this time being accompanied by a combination of arcade fun and platform action. The film action is provided by the game based on Indiana Jones and the Temple of Doom. Actually it's the game based on the arcade machine based on the film in which you must battle Thuggee guards through three levels of snakes, pits and fireball lava, collect the hidden stones and save lots of children. Once you've done that it's your job, oh plus the door blaster finger as Solomon's Key before taking on the evil Dark Winchester arcade in Impossible Mission II. This is the pinnacle of platform games as it combines 3D graphics with all out action and snatch jangling poses.

87%

Impossible Mission II was written by Epyx and sold in the UK through the US Gold, and so naturally finds a place in the five game Epyx Action compilation. Here it is joined by 4x4 Off Road racing, Street Sports Basketball, as well as two from the famous "Games" series of games. California Games offers 8 players "fun and to the best of US then offering a series of six events, including Half Pipe Skateboarding, Surfing and Footbag juggling. The
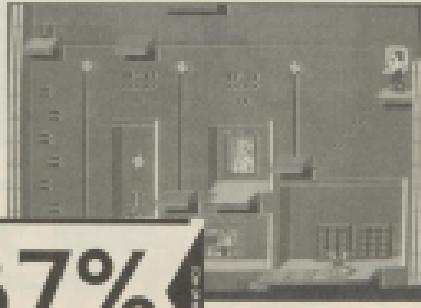
Games: Winter Edition is a more serious affair as it simulates the six cool action of Winter Olympics, complete with opening ceremony, medals, flags and national anthems. It'll also one of the best Epyx Games games and offers seven events including the speed of the Luge, to the slalom of the bob-cycle race, with the funniest is when their player attempts the biathlon while you at back watch and wait.

OPERATION WOLF

100% Dynamite features four explosive games in one pack, including the high flying Afterburner, turbo charged WEC Le Mans and hilarious fun with Double Dragon and last Wolf. Two boring games may sound repetitive but they are four very different and gameplay. Double Dragon is always-scrolling, action as you patronistically beat up a gang that kidnapped your girl, whereas Afterburner it combines stunning 3D graphics of martial arts and downtown New York together with cracks, drugs and corrupt cops.
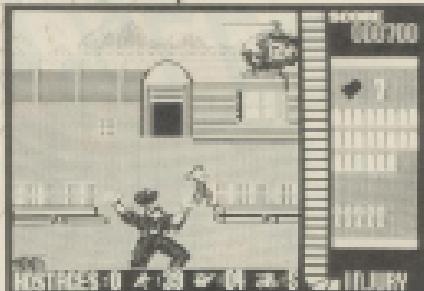

82%

Cecon

Ocean's success last year surprised everyone, especially Ocean who at first topped the Christmas chart with Operation Wolf, but exposed that with Robocop, which stayed at the top for 13 weeks. That's still selling as you'll have to wait to see that in a compilation, but Operation Wolf head up on!

Op Wolf it was the favourite zap-op American sub-hunt fun for the pack. It was based fun on the gun action with Barbarian II and Dragon Ninja, as well as the game based on the Neil Shostbusters. What's
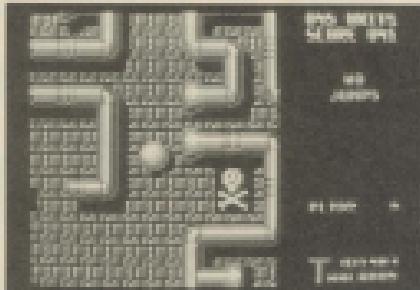
curious about this is that it's based on the Saturday morning cartoon series and not the film's as maybe it should be sealed the Real animated angry Ghostbusters.
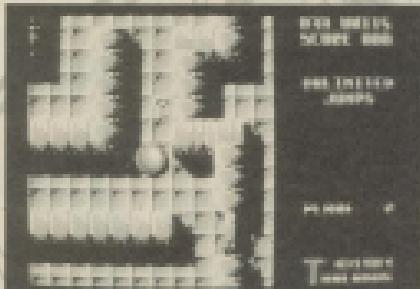
Gremlin Graphics
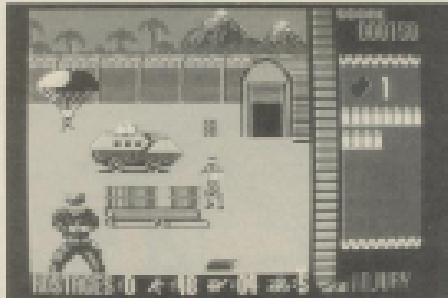
Gremlin Graphics has built up a reputation for good and original gameplay in the game house like compilation is worth a close look, the pair of the pack is undoubtedly Night Rider, offers you an action packed ride across the night. You fly is flying to appeal to a measure of delectation tto delicate the Stamph, their

action is ably supported by games like Arturs, Technopus, Monty Mole and State Crazy although on a whole it tests the punch of some of the big name compilations.

62%

STAR WARS

77%

Thalamus

Thalamus is another small software house with a big reputation and has spread its own talent to the fore the alien stuns' mother. While it produces its own game, it has reviewed the software equivalent of is greatest hits album. Titled **The Hits 1986–1988** it offers six games for the price of one, including Saboteur, Zeatz, Hunter's Moon and Armalyte which all appear the various permutations of budding aliens, as well as fools and low action with Hawkeye and the classic fast scrollent Quedex that blasts a pin on to per Speeder.

Domark

Here's the ultimate challenge for an aspiring young Jedi, in the Star Wars Trilogy bring the individual adventures rolled in Star Wars, the Empire Strikes Back and Return of the Jedi into one box. This is one of the best in one of the easiest of the lot to get into, while the simple device demos it amazing Imperial Walkers and flying through the trench jumps on as the Speeder.

45%

Newson

Last, but by no means least, is Newson's **Christmas Collection** that offers six of the best in all out action. Games like Gunstar, Eliminator, Lightforce, Exolon and Cybernoid II need no introduction, but it's the sixth game, Stallone, that will steal the show. You may not have heard of this game but you're sure to have played something like it as it has

inspired countless copies that have tried to recreate its graphics and gameplay. Newson clearly is over the original meaty landscapes and slap the original waves of aliens while at the same time each bundle has a grabbed reason of software below. **Terry Herrington**
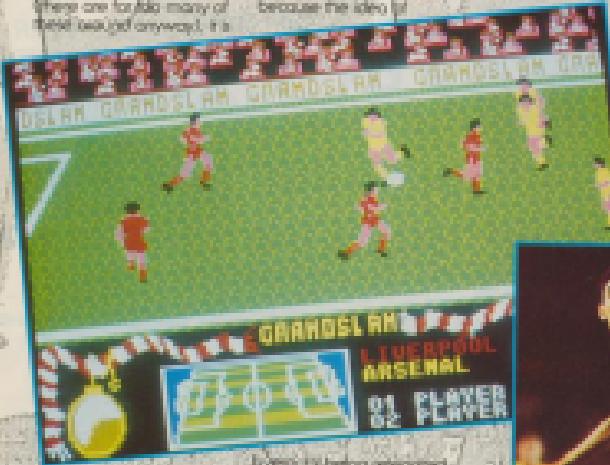
90%

LIVERPOOL
THE COMPUTER GAME

can mention it seems as if the only game we released were car simulations. This month football games are all the rage, and the other thing, that this un-bob got over to Arca is the gameworship of one of the greatest football clubs in the world: Liverpool.

It is not particularly a noble game in so far as there are no real mess of chest are of variance. It is possible due to the fact that they have created the most plausible football sim on the Atari since Emlyn Hughes' International Soccer.

There is one complete sequence in which you complete Liverpool's football data, as Emlyn Cup. The five fictitious consists of 30 teams (the first division being the only one featured, mainly because the idea of

All five teams have differing abilities (as determined by the programmers) and these are noting that those teams on winning streaks tend to carry on and that which (although there tend to be a element of luck thrown in for good measure). The players can have their own skills, and this is portrayed in a rather slick cigarette card way with

Prior to attempting to assists, Graverison's viewers in the football manner of the lazy Liverpool Peter Beardsley game, then does with guts, which is tries to feed designated brilliantly position, and then the hopeless bid at the first division sport. Like some teams the first division sport. New major league sides remain to be good, they...
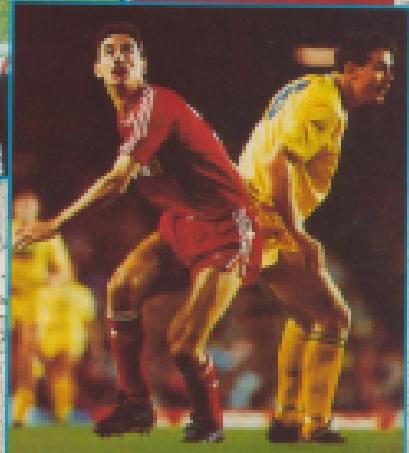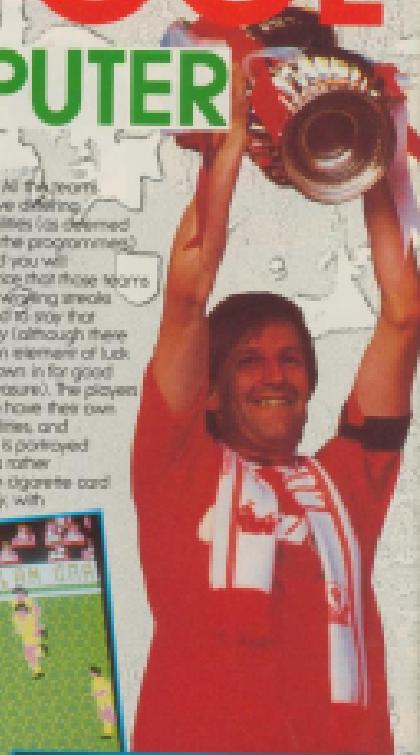
Supplier: Grandslam
Price: £9.99 Tape
£14.99 Disk

YS FUN #1
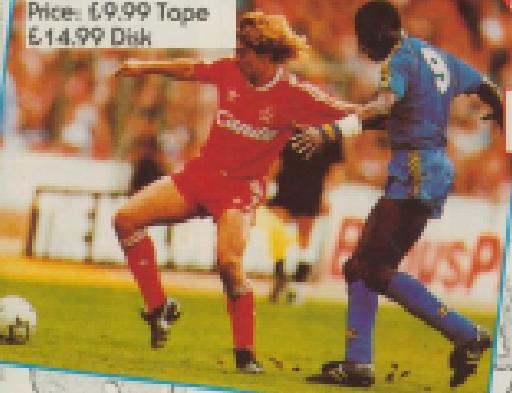
picture, and the Liverpool
playing staff. Each player,
when you choose them
through the by-tap, follows
a set pattern, there are loads
of details about his
previous playing career
and the amount of goals
he has scored. You can just
use it to track his
football, making them not
available for team
selection that particular
week.

The other option is by
picking the team. Once
you've selected however
players, you have the
option of choosing the
sort of formation they'll
play in the next game, who
captains the team and who
takes the penalties. This is a
pretty standard type of thing
but it does give an
element of realism to
proceedings.

And there's a set to the
pitch to choose and on the
Liverpool game you get a
feeling that a bout been
being filmed for a camera
crew. The playing area is a
small part of the entire
ground.

The action of the
screen shows the time
elapsed, the goals
currently being
playing, and the player
currently in possession of
the ball. Each player is
slightly different so you'll
get to know all their
weaknesses and strengths
in time. Certainly the most
intense feature of the
game is finding out your
quick
weaknesses and
develop your style as
you go along.

pitch to choose, with
Liverpool getting all the
teams being filmed for a
camera crew. The playing area is a
small part of the entire
ground.

This a whole new set
of features on
playing. The first is the
percentage chance that
whatever player you
choose will score. The
second is a real feel for
the game comes once your
players are on the pitch.

the winning
teams effort
based on where he's
not on the
field and his
the logic or switch
and off a goalie
for a dummy run,
this is where players can
get fudged up.

Heads are whacked and
that you the teams three
optics. If you aim a player
from the front, then you a
fortunate player's got to
add has a small
percentage chance that
the player from the far
touch will make a break for
his own goal. The odds are
the player's not near to
each other and often there's
a real challenge. There is a
real command.

These options add a lot
to the originality of the
game, and that means a
well fore-after way to get
through one season is it
to...

another shooter opta,
fore ball makes the
game that bar be more
natural, a bit here
grab over than that
ease bait, bother
you cross and go.

Altogether for a great
add very smooth. That
the basics are a very
bunce good as one used
in the cross, but I very
much hope YOU don't
forget to leave cross.
And I particularly don't
want to leave. The
beginning is a great
version, and this game is
just chequest all over
the kids I my say it,
you haven't grabbed
already it should tell about
is flying to impressive
impressive. You never
will know its games
and when the
game play and most real
versions isn't amusing!

GRANDSLAM
ARSENAL PLAYER

92%

Supplier: Logotron
Price: £9.99 Tape

A long, long time ago, long before Maz-Donalds started making dino-nuggets for room to breed cattle for their burgers, long before the Toy Government froze child land into disputing those in most need of a reasonable level of aid, and long before the oceans became poisoned and the rivers choked with the demise of national production. Long before any of those things, the god Osiris wandered about, minding his business, and everything was just dummy because Osiris was the king of Egypt, and his wife Isis was a bit of a corker. He and his other hand was called Set, and he didn't like it much, mainly because all the children in the city would chase him and call 'Na na na na, the jelly... So Set became ever more morose and malignant, and connived to usurp his half brother. Eventually he did so, and repeatedly the morally loose Isis, for himself.

And then the plot dribbled on and on, until even die-hard Neighbours fans fell asleep with boredom. Suffice to say, the mission is this. You are the son of Osiris, namely Horus, and you wish to find the seven bodily parts of Osiris in the tomb. Also in the tomb of Osiris (as if you weren't confused enough) are a series of guards who must be defeated. Along the way the hieroglyphs printed on the walls come to life and learn to remove the life from Horus. Horus must

naturally be chosen from a man to a bird at will, and can flie magic builers or fly around aplenty.

As well he might because the buzzing swarms of critters rapidly reduce poor Horus' strength. Unfortunately the route to Set and the final confrontation is not straightforward. There are lifts and numerous levels. Fortunately, Horus may not work, so swell as scrabbling around trying to recombine Osiris, which gives you the strength necessary to defeat Set. There are the colour keys and the amulets to collect.

Ah, no one said anything about amulets - and you discover to find the job on did they? Well the amulets bestow mystic powers, like automatic mapping, shielding, bob of dung, strength restoration, and the power to destroy everything on the screen.

There are lots of amulets in fact, which is a good idea because the game isn't particularly easy. The graphics for the tombs and chambers are quaint and rather simple whilst sprites swooping and a flat playing area, bright and crisp in Eye of Horus both diminishs inferior to that other Egyptian game, Entombed. Yes, those who can remember that far back will doubtless recall that the Ultimate game was a little more mature. It sported excellent graphics. It also had very good gameplay and some intriguing puzzles. Horus is far cuter in operation, and lacks that other game's subtlerties.

However, if you like Egyptian flavoured games, and tricky arcade
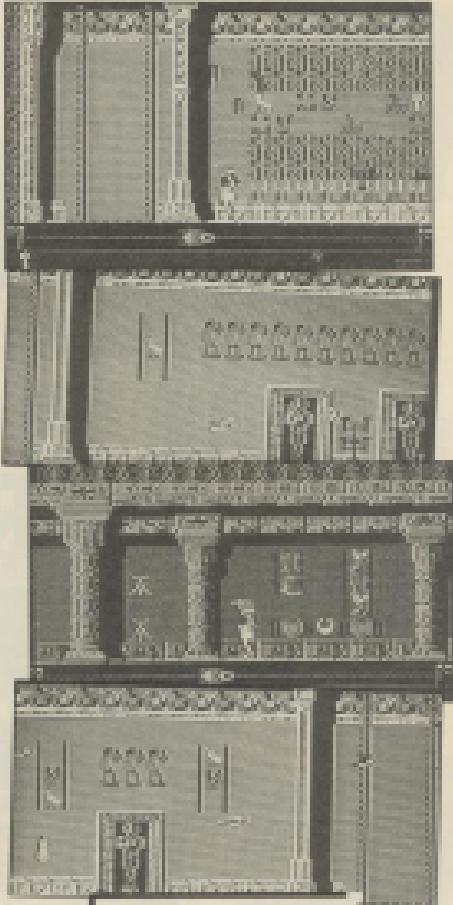
adventures with endless attack waves of sprites slowing down the object collection side

inexorrably, then I dare say you'll love Eye of Horus. I didn't!

DE

71%

BARGAIN BUCKET

ELVEN WARRIOR

Supplier: Players
Price: £2.99

Seriously don't
like playing games
with a dodgy line
fail-safe in the title (the
arrow to selection is in the
loony tile).

You are an Elf, one of a
race of pointy-eared gits,
and you must destroy a
witch who has used the
land and turned the sky
grey and the grass
polluted. I made her do
it, did you force to do
so you must perform a sort
of Gauntlet up platforms
and ladders over of
arcade adventure that has
as much going for it as a
green doughnut full of tin
tacks and oozing dry
ordure.

The graphics are not
that bad, you can sort
make out what is what
and to be honest, if one
seems a shame on my
sympathy. But the fact
that I must have
contracted a migraine
to!
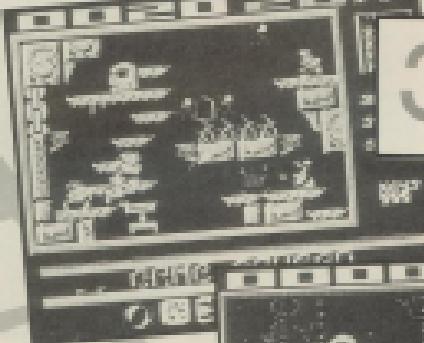
32%

SPOOKED

Spooked
Price: £2.99

81%

SPELLS

What is it that
makes a budget
game a good one? I
certainly don't know.
Spooked has awful
graphics, no collision
detection and really
duddy music, yet its
playability makes it a
game that I can play for
hours on end.

You are a small magic-
using sprite who must play
with a Spooky Old Man.
Surely there's a law
against this. The game he
wishes to participate in his
hangman, but with a twist
— no long, brown overcoats
here.

You must move far and
wide collecting ingredients
for letter spells (each spell
allowing you one ordeal as
the hangman solution).
The only problem is that
the ingredients jump

1. DO NOTHING

around and generally try
to avoid you. There are
other spells to be
collected, each of which
have a different function,
mainly to enable you to
avoid the Spooky Old
Man's ghosties (stop that
sniggering at the back!).

Not a bad little jobbie
that is certainly worth the
asking price, but no more.
AP

FIST II

62%
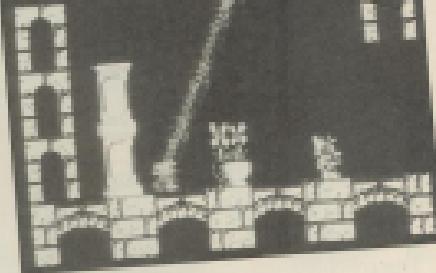
Supplier: Virgin/
Mastertronic
Price: £2.99

As a dead, old bad
and fat merchant, the
task of adopting the
last sons falls upon your
broad shoulders. Why
somebody should want the
last the wisest is the
cupboard under the stairs is
one of fate's little quirks
and a subject worthy of
deep meditation, but such
is life. As a by-product of all
this soul-searching, an evil
warlord let that and he is
not overjoyed at the
prospect. As a result the less
than happy warlord has
his son's army minions to
take out the
minions to take the bring
daylights out of you. This
being detrimental to your

---

quest you feel obliged to
hit them back, as the
battle commences.

As you wander along
the amazing landscape, up
ladders and through caves,
baddies come at you and
must also watch out for
tempers that cannon along
and nip off your wotsits.
Fighting furthers, it not your
only problem as the vast
storage population joins the
affray.

The war is next jumpy
game in its time and it not
deliver the action. To be
prepared for a little
shopping as well.
AP

YC ▶ 39

THANATOS

Supplier: Durell
Price: £2.99

58%

You know times are bad when a fire maiden teams up with a dragon to save the land. An in all spells an element of danger is involved. The reputation of the dragon doesn't help as the laconic hero is apt to shoot fire and ask questions later. As this is an important task, the dragon does not hesitate to flame the first hostile civilian in queue.

As it flies over the land grabbing and dropping the odd person, ashes reign. The landscape is pleasant to the butlon you can set loose a jet of flame, which can be directed with a tilt of the head. This emanates most dangerous such as the men, birds and spiders, but when it comes

to the rich folk, who smart from pouring darts, the trick.

After reaching the castle you pick up your rider and, if your flame hits the castle, you gobble the odd witch. After a few more diving and flaming exits you arrive at the second castle where the spell book is stored. Once victories have been achieved you reach the first castle with the cauldron wherein the spell is cast and the land saved.

The game is a little slow but the size of the dragon sprite and its destructive capabilities make this a good bop in a quiet moment.
AF

REACTION

Supplier: Encore
Price: £2.99

42%

The anti-nuclear lobby has decided actions speak louder than words. As a result of their tampering the station is at risk and it falls to you to save the day. The radioactive fuel rods have been scattered around all seven floors of the station and the only way to stabilise the station is to collect the rods and deposit them back in the reactor.

Armed only with an armour piercing machine gun and a radiation suit, you set forth. The first obstacle to avoid is the large hole in the centre of the room. The hole leads directly to the reactor and it is where you place the fuel rods and out yourself. Wandering from room to room collecting rods and blasting droids on the first level is a mere warm-up for the trickier patches ahead. On higher

levels the floor is littered with holes and one false step can see you plummeting several floors to a safe landing - you do have a jet pack. There are only three ways to die.

One is to run out of time, the other is to explore an excessive dose of rads, and the final one is to do a nose dive into the reactor core - messy. To reduce the dose your character

CHAIN REACTION

has reserved, a quick visit to the decontamination showers is recommended. Ideal game for those who do not demand fast action and loads of colour, but quite happily spend their day mapping obscure complexes.
AF

FOOTBALLER OF THE YEAR

85%

FUN ★ 1

Supplier: Kixx
Price: £2.99

After finishing for US Gold (owner of budget label Kixx) as the sequel to this game that has certainly hit the market stands, has now been released (see review elsewhere). Although the sequel is far superior in every way, and is now one of my faves of the year, this version is far from bad.

You are an aspiring footballer, who has the ambition of becoming Footballer of the Year. To do so you must score goals, in a fairly easy arcade sequence. To get a chance of scoring a goal in a game, you must allocate a good card to it, allowing you care, two or three opportunities. Other options in this icon driven strategy game allow you to buy a bronze medal, buy a transfer card, and see all your attributes for the season.

The game has a free small bug, and the arcade sequence a more a question of luck than anything else, but it's a fun game nonetheless, although the sequel would be to score up for Footballer of the Year 2.

CONTROL MENU

STATE OF AFFAIRS
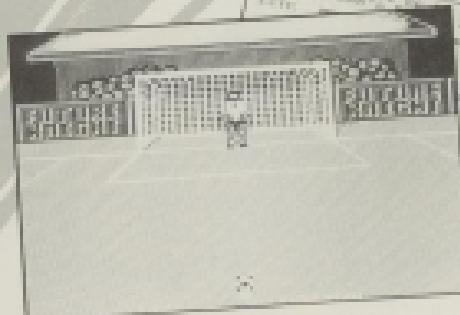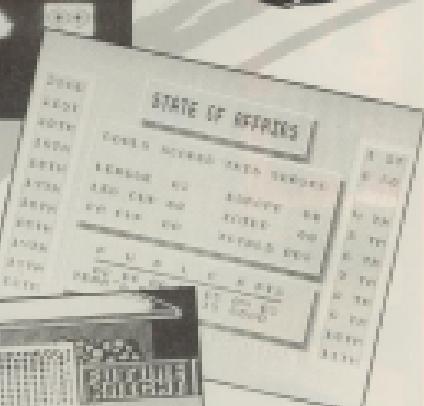
LIVERPOOL

YOU'LL NEVER WALK ALONE

GRANDSLAM

DRAGON

The forest turns into a clearing ahead.

Few hearty adventurers will have failed to hear the legend of Interplay. This strange and mystic tale produces role-playing classic upon classic and their latest escape into the realms of fantasy stands proud in this honoured tradition.

Two of my all-time favourite role-playing games are The Bard's Tale and Wasteland: both are Interplay creations and both influences show heavily in Dragon Wars. As a fond of a pudding heroes on a mystery planet the far side of nowhere, the last thing you expected was to be found wandering the slums of Purgatory naked. The down surge of luck leads to an inevitable adventure and a tale of blood thirsty revenge.

The game is similar to the Bard's Tale but the advanced features found in Wasteland have been added to produce a masterpiece. The playing area is split into three areas, one displays the party view, another the party statistics, and the third summarises your task. Visual improvements over The Bard's Tale is a larger view area, a book of paragraphs for use in the game and a set of character skills and an auto-map function which produces a map of your

progress (this is a big plus).

As in all mystic worlds the arcane arts are worth a benefit and a bane. Nothing is more gratifying than blasting a bunch of low-level monsters with a flick of a wrist but nothing is more soul destroying than a low-level party taking foul of a mad mage. The spells are split into five classes: low magic, high magic, druid magic and sun magic and miscellaneous magic. Each class has its own speciality but you cover the basic arts of healing and self protection (turn the head off your opponent).

Life in the slums of Purgatory has its ups and downs (mostly downs) and being trapped there without resource does not increase your chances of survival. The endless foreboding sense of the mystic citizens without weapons does not increase your chances of survival. Wandering the holding cities-verse of the item's imposed by great elements of the population. The cannibals and street scum not only lower no sense of decay but their attitude towards your

(black) block your path!
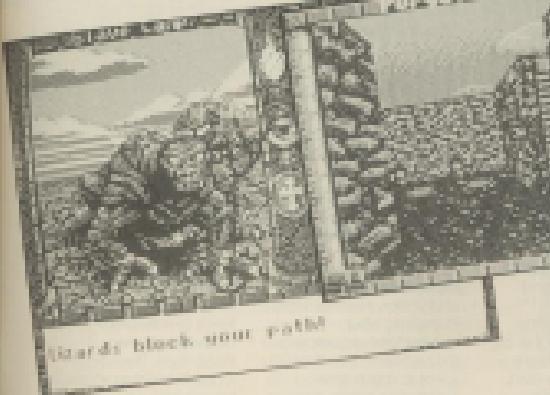
well being is decidedly unknown. A quick way to arm your party is to seek out the arena, where the spectators will equip your party in order to watch the gladiators beat the living daylights out of them. Fortunately the arena encounter is not fatal so you walk away with the weapons but a little less plate. To beef up your party you can add three non-player characters (often encountered on the streets or summoned by your arcane arts).

This has to be the best in a long line of classics and the ability to transfer the Bard's Tale characters to this game ensures dedicated factions of foreplay products are duly awarded.
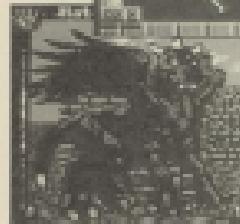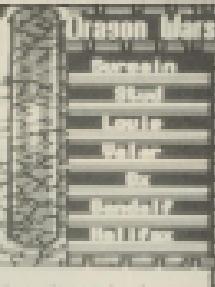
Sim City

THE CITY SIMULATOR

Supplier: Infogrames
Price: £19.99 Disk

A week may be a long time in politics but in city management it is a mere twinkle of the eye. The short term wants and needs of a population take a back seat as you plan for a brighter future. You do not need to grapple completely and you will find yourself out on your ear.

Sim City is more than just a strategy game. You can create your dream city or tackle some of the world's more notorious cities and their problems, for the creators there is a full landscape editor and if the cash is available, a set of icons which allow land development.

Controlling the destiny of a future metropolis is not without its ups and downs. As odd monster attack, earthquake and floods are not simply set up to the fun. All these randomly occurring hinder but not impede your city's growth and a clan of the population firmly under the clash in available, a set of icons which allow land development.

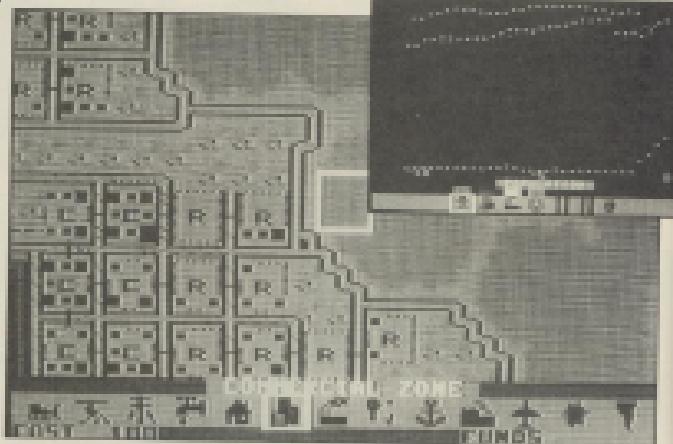Before tackling the hairier realms of the big cities it is best to create a metropolis of your own that way you hit the problems one at a time and not head on like a herd of charging elephants. Before getting down to the nitty gritty of construction you must select your building site. If the computer does not generate a landscape to your liking you can use the landscape editor to create your own. Landscape creation is easy as you can only work with three elements, wood, earth and water. Your first action in creating your alchemical masterpiece is to dirt bulldoze a tree you will be spent to much time planting to create a space for building. Your choice of construction depends upon the needs of the people and the cash available. The only way to accumulate cash is through taxation and it is only by spending money to increase your population that you can increase your revenue so the amount needed for a metropolis. As you can see a certain

computation is created, a careful planning is needed to avoid the pitfalls of no funds to meet the demands of the population and the major types of building make the foundation of your city - commercial, residential and industrial.

The residential plots are developed by industries for accommodation and the commercial and industrial provide revenue and jobs, the balance is achieved between you and those up the industrial ladder. The relative quantities of these form your development avoids a good chance of survival. Unfortunately the people in the simulation,
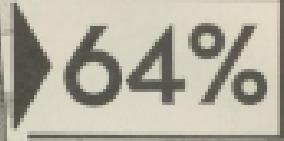
as in real life, are a little more finite. An extensive and expensive road network must be built to service both residential and industrial complexes. This brings traffic jams and road pollution. Pollution has an adverse effect on residential areas so this a best kept to a minimum by avoiding traffic congestion and siting the industrial base of the city away from the residential area.

The one essential and prohibitively expensive additions to your city are the power stations. These are limited in capacity and must be connected via power lines to every district. A city can not function without power, so the power stations become a binding factor upon your city's growth. The power plants, likewise, need overhauling as they reach a certain age, and as with any technology, industry is likely to demand a sea port to improve its efficiency and the forces of commerce will demand an airport. Both of these constructions place a heavy strain on your resources but without them your city will not progress.

The only way to

increase your tax revenue without expanding your city is to increase the value of the land. By consulting the various maps and graphs you can determine the location of detrimental factors and eliminate them. Another method of increasing land value is to place parks and waterways near your buildings. With increased revenue and the population eased you can sit long but at back and watch your city in play before sending a few disasters in way. You can heat up the action by starting fires and bring the house down with an earthquake, but for the connoisseur you can detect an air crash or the massive attack.

Having proved yourself with the creation of your own metropolis you can tackle the heavies like the modern attack on Tokyo or the earthquake in San Francisco.

For the tactically minded, this game provides untimely reached delights, but the blocky graphics and the options included in conversion from the screen versions take the edge off, producing yet another game which could have been, but failed to make the grade-AP
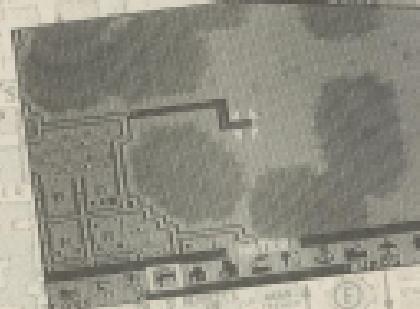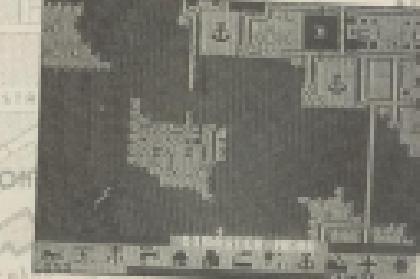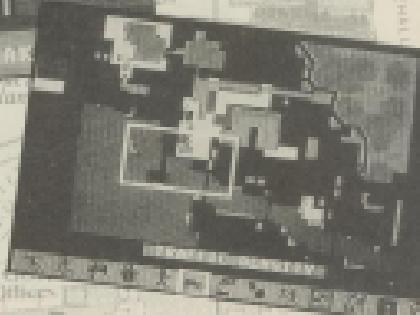
I must admit that I was never a great lover of

BALLISTIX

Supplier: Psygnosis
Price: £12.99
Disk, £9.99 Tape

62%

I fully remember that last Christmas. favourite Crossfire - the game that kids up and down the country got excited about on December 25th (I certainly did) - then you'll recognise the basic behind Ballistix.

Crossfire consisted of two ball-bearing firing guns situated at two ends of an enclosed board. On the board were tiny ball-markings, and the idea was for two players to fire their ball-bearings (nards up all those who thought of a bit of spare into the
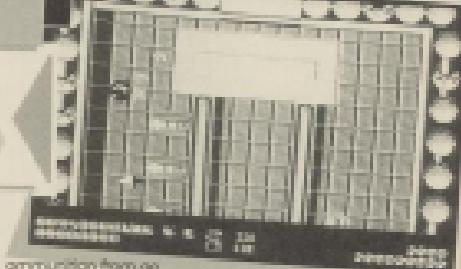
This time we are whisked into the future when a new blood sport has arrived. It's a game where a ball is propelled onto a pitch with hell-goals (one each end), and players must fire as hard as possible to propel it in the direction they want by pressing the fire button.

The problem arises though, some zones have properties that exist to add a bit of spice into the proceedings.

There are also zones scattered around the pitch, each of which have a different ability (nearly involving the way the main ball acts). You can either shoot your

ammunition there to arrive which you move around, or from just behind your goal (the Counter). The bit where you really need a joystick is for when you aim at one player's ball directly, which is almost impossible. If you stand directly behind the ball though, the gameplay is just the big ball there, the opposition is geometry. It is a cert the ball's been fired at a steep angle, thus making the ball plummet towards your goal at every opportunity. You must shoot it into the goal or the top of the screen - a visual indicator of how fast one that I found completely boring after a few short plays.

Ballistix is its lack convolutions. My mind I'll certainly not changed. How I'd take that the C64 version is as good as the Amiga one, and the graphics are incredibly well done. The gameplay is just the same and I think this is a downfall. Where Crossfire had its "finger on the trigger" eye to eye contact, Ballistix has not, and I'm so bored as the game on which it was based. If you are looking for game of the future with great graphics, plump for Speedball, it's a lot faster and possibly more fun to play.

RH

Supplier: Magic Bytes/Gremlin
Price: £9.99 Tape

No, not the film from the 1930s starring Marlene Dietrich, but a far more recent game, overlayed on pixels of female robots. Yes, I know that a robot is metal and therefore can't have plumpers. Basically the object of the game is to undress lots of young robot women, while playing a game originally called Concentration. As these robots are out free they obviously aren't very old, so does that make this game some bizarre form of paedophilia?

The screen containing the picture of the robot smut is covered by a number of squares, each containing a positive or negative number. Either playing against a friend, or the computer, the object is to remove lots of these squares, and face your opponent onto the negative ones. The numbers range from -11 to +1, and one plus is not only more horizontally, while the other can only select from squares on a vertical. With the position marker on the middle, the objective is to finish with more points when all the tiles have been used up, or if there is nowhere else on the current line for a player to move to. Thus if you are trading, rather than hope to finish ahead at the end, it would make sense to push the player in a dead end.

There are a number of options, all of which add very little to the actual gameplay. These cover the amount of time to make your move, the old setting of the computer player, whether you want music or sound effects, whether you want a combination thereof, and finally whether you want the squares to have only their numbers showing, not the picture, and whether they appear in sequence or negative. Obviously this latter option gives the game a more of luck.

To progress to more risque prizes, you must continue to play with all the settings the same, but even if you set the skill level as easy, it rapidly moves up to difficult after a few games. Having said that, I have a version of Concentration on the Mac, which whipped bear the pants off this game. I can bear the computer four names out of five on the difficult level, which rather shows than the game is secondary to the quest to see more and more of the robot women. Getting through to see them all will take a great deal of concentration and time and the will probably to such an extent as to bore you to tears by the end.

The actual pictures of the robots are really nothing more than menslify versions of pin-up girls, but hardly as pretty. With chunky low resolution graphics, and varying shades of blue for the robots, even the dirty raincoat brigade are unlikely to find darlings in the cod region.

As a game, Blue Angel works reasonably well, and the player options make life interesting for a while, but let's face it, with a fairly underbelly, the program is aimed fairly and squarely at sweaty palms rather than competitive mods.
DB

▲ Get your jollies from digitised chicks!
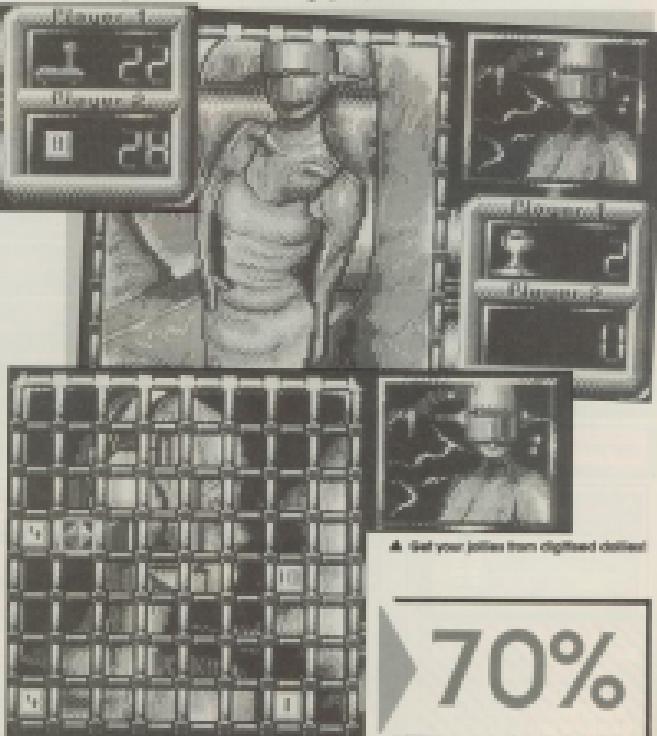
70%

MAKING
A FAST BUCK
CAN BE HELL...

RETROGRADE

By Apex Software

The **Retrograde**, a vicious and lethal bounty-hunter out to turn a fast buck, on a mission of interstellar crystals sewn it for free to blow the place apart!

Level upon level of horizontal and vertical scrolling, mayhem, over and under ground.

Be **Retrograde**, the stalking, flying death-dealer!

CBM 64/128 Cass:£9.99 Disk:£12.99

THALAMUS

packet

There is one thing which has put a potential comm's user off. It's the thought of the huge figure that'll be at the bottom of the next telephone bill. Those who don't think about the money often come unstuck when the bill lands with a thud on the hall carpet.

The initial outlay for computer communications equipment is not too much; all you really need is an appropriate modem and some communications software. But then you have to pay the phone bill every quarter. These are two ways about enduring the cost of owning and using a modem, the first owning and operating a trunk box – a device that connects to the phone line and provides free telephone calls – is illegal. The second is an alternative to using the

telephone altogether. Interested?

The second method of avoiding money is – unsurprisingly – not to run up a huge phone bill. There are two ways of saving money, in which money to set up, although the running costs are nil. The method of which I speak is radio.

To be able to use the airwaves you will first need some knowledge of radio and radio frequencies. Not only will you need this knowledge, you will have to prove that you know what you are about by sitting

Today there are millions of ham radio fanatics all over the world. New users are transmitting every day and you don't need to be an intellectual to be able to use it. Remember Tony Hancock's 'Half Hour'?

Many of the new users are not the chatty sort though. Lots of them are simply chatting and receiving data from computer to computer. The system is not new, in fact it is about 10 years old, it first being used in America last decade. It is called Packet Radio.

However, before I continue, I would like to point out that this article is merely a brief introduction. It has been written to give potential users an idea of what to expect from packet radio and further information should be sought before you make your decision.

on examination, passing and then buying a radio operator's licence. It is easy to use amateur radio without all this knowledge, but if discovered, you will be prosecuted, so operating without a licence is against the law.

Obtaining a licence can be a long task. You are required to sit an examination which is set by the City and Guilds examining body. The exam covers information about radio frequencies, tuning radio, etc. As with every learning obstacle, this will take some time, although you can study at your own pace and are not obliged to enrol on a course. However, there are some establishments which run ham radio educational courses and many people find them worthwhile. Names and addresses of some education institutions are at the end of this article.

If you feel you prefer to learn another way, then there are many books on the subject and if you
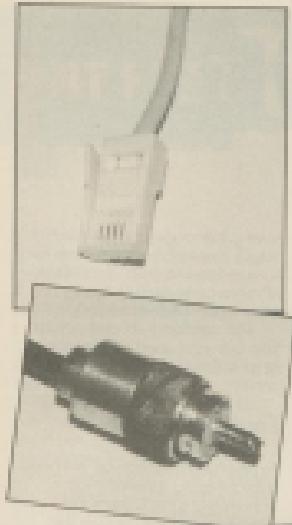
radio

A I bet he's got a big pocket!

have a friend you can ask them to help. It is always better to have the knowledge and help of somebody who has gone through the experience which faces you.

With certificate in hand you can then buy your operator's licence which will cost a further £12 per annum.

Equipment

To begin transmitting you will need a fair bit of equipment, most importantly a radio. Here the inexperienced will discover the mighty cost of suitable radios whereas those with a lot more knowledge will find that a useable unit will cost only a few pounds.

To elaborate, a new radio, such as the Yaesu FT-211RH or FT-711RH, will cost you about £250. However high this price, it is still quite cheap when compared to some other more sophisticated jobs. The two Yaesu radios are actually very well suited to packet radio and includes some special features with mobile users. It has a selectable output of 5 or 45 watts on VHF, and is a fully functional, all-mode radio transceiver, which is not related to being used with pocket radio).

▲ The Yaesu FT-211RH, better than a slap in the face with a wet kipper!

◄ I'd rather jack than stick my finger to the back of my computer!

considerably less may become just a few pounds. But, such a radio is unlikely to work from the off and a sensor certainly going to require re-tuning. I found this best to working a radio is easy, but I've been talking to experienced radio buffs who know what they're about. Unless you are confident and competent enough to tune the radio, I strongly suggest that you take it to somebody who is. Your local radio chat should be able to do the job for a small fee.

Like telephone communications, packet radio requires a modem to modulate and demodulate the signal. If you've got a telecommunication modem already, then set it to make up the money for a new modem which

the market.

Ranging from quite cheap to damn right expensive, a TRS is your modulating gateway to this wire, soft-, soft-, etc. Like I said, there are enough TNC modems on the market to be able to make some kind of choice. Many of the modems I stud mention are compatible with the Commodore 64, and I shall indicate which ones will interface correctly.

If you ate on a tight budget the the Comm Torp-2 TNC modem will be quite appealing. Reasonably priced at £110, the Tiny-2 is compatible with VHF only, although has a TTL interface so that it will work with a 64. The Pac Micro Power 2 is a miniature version of the Tiny-2 and can be run off a solar cell if needed. It too a C64 compatible. Up the price scale slightly is the PK220 which enables both HF and VHF communication. This one serves

▼ What? Surely they can't wrap thousands of bags of chips in that little machine!

Oh boy! I bet that PK-232 interfaces!

If you cannot afford the likes of the Texas range, you should read the classified adverts in the specialist radio publications like YC's later chapter. Radio today will know that buying a second hand unit will cost considerably less. If you intend a radio rally, then

uses a different system, because radio transmissions are different from electronic pulses going down a wire and you need alternative technology to be able to handle the frequencies. Your new modem should be a terminal node controller (TNC) and there are quite a few on

at £179. If you want to communicate on the move, then the new miniature Handy Packet pocket modem will suit you down to the ground. For 5,99, the cigarette pocket size TNC will connect you with the outside world.

Advanced Electronic Applications

produce two units. The first is the AEA PK88, it costs around £130 and runs on both HF and VHF wavebands but is not 024 compatible. For £279 the AEA PK232 is the deluxe model. It works with packet, RTTY, CW, Amtor and ASCII which are all different protocols. Again is both HF and VHF compatible and is ideal for the Commodore 64.

Another range of TNC modems is from Pac-Comm. The Pac-Comm Tiny-2 is a VHF unit costing around £119. It can be connected directly to the C64. The NPC-2 is an HF and VHF TNC which includes the WEFAX facility. It retails at £165. WEFAX is the weather facsimile system that transmits satellite weather pictures direct to your Commodore 64. The NPC-4 is another HF and VHF unit and also has a WEFAX and radio fax features. The extended capability of the NPC-4 is reflected in the price, £242.

Connecting one of the above modems to an Amiga is simple. All are RS232 compatible and so a standard lead will do the job. Connecting to a Commodore 64 is also possible on many. Those which include a TTL port as standard connect to the 12x12 user port or the rear of the C64.

You will also need an antenna to be able to transmit and receive. If you are using VHF only, the aerial need not be too large. Technology today has made aerials shorter. For

the best aerial for your radio and location consult a dealer who will be able to provide the most up to date unit. Also if you are unsure where to site it, most dealers will be able to advise.

Software is not a real problem. Commodore 64 software is quite easy to obtain. Most any standard communications program will even work with the popular Digicom radio.

Now some brief notes on packet radio frequencies. Packet uses specific frequencies which have been set aside for data above. The main narrowband frequency is on VHF and is 144.650MHz FM. Here you will find many beacons and other morse from amateurs. This channel is also very busy. Other used channels are 433.625, 433MHz, 1299MHz and 432.6MHz. On high frequency, 14.10MHz is quite popular.

Packet radio is very similar to using the telephone and a modem.

There are hundreds of bulletin boards out there. The operation of them is simple and they exist as message bases and file transfer stations.

If you would like to get involved, a second-hand setup could cost as little as £150. A PK Westminster radio is ideal for packet radio and would cost only about £30. A second-hand VHF TNC such as the Pac-Comm Tiny-2 would typically cost about £60. You need then need software, much of which is public domain, a power source and an aerial.

Of course, the advantages of packet over telephone links for outweigh the cost to set it up. Satellite links can carry your messages around the world. Practise your live satellite operating the earth solely for radio transmissions. It costs you nothing to run the system and you get to talk to all sorts of people from many different countries.

Andrew Bunese

▲ What is really amadeus!

Nibbles ▶▶▶ Nibbles ▶▶▶ Nibbles by Alan Balmforth

MEDIA MECHANATION

Robots and computers in the media? They certainly exist. Gordon Houghton explores

I here's always a point in dealing with computers where technophobia takes over from technoworship: suddenly you find yourself needing a gizmo for the whatsit, using a thingummajig to make the so-and-so work, and requiring a washamacallit to connect all the hey'n'stickto the doodah. What you can't control makes you feel stupid, and to some extent, threatened.

This is similar to one kind of attitude to computers portrayed in films and books over the last fifty years. The other is that they are our saviours, or at the very least better in the future – in short: they'll have a use (even if it does only mean speeding up the two-minutely process by O-T-N seconds). Because people aren't made computers and computers will affect the future: the media views shuffle about uneasily between optimism and pessimism.

Usefulness is seen in two ways: computers can provide a valid form of escapism, and they can also give our body a good firm wash and rub-down (as in the insignia all-over body program act). Some of the uses are car pools (as in *Blade Runner*), *Electric Dreams* computer Edgar is roped into penning a love letter to his true-love's pet boyfriend, but then falls Nein over ROM in love with the girl herself. It's easy to love 'dumb' computers for this: the movie is fine to surmise the reverse of true love. The truth is there are countless more mundane ways in which computers are seen to serve people: news-mongers, babysits, cooking, tea-pots out, quitting nuclear missiles, calculators.

Then there are games. Games is a whole obsession dwelt-in upon by television and films. Tron and *The Last Starfighter* had games with computer chips, but there have been very few

TV programmes which even cast a sideways glance at leisure software. This is despite the fact that Nintendo, the world's most successful games

Bishop - Aliens

Robocop

General Namook and Rutger Hauer - Replicants without a cause

company is rumoured to have sold 30 million console units worldwide.

Science Fiction has been less remote in Cyberpunk stories even in cyborgs, brain-computer interfaces and artificial intelligence. Here's a world where reality warps to the touch of technology close to the skin. The fusion of human mind and machine. New and imagined designer technogadgets are peripheral to a chip-based lifestyle.

The biggest thing you can escape to is another dimension, and some games try to give you that. There are those that act as life simulators, giving people things they would never otherwise be able to do, mesh people and play God in Populous, unleash

"Open the bay doors Hal?" ▲

monsters on SimCity, relight epic battles in UM6, Simulated violence is part of the success of leisure software. It's one of the biggest thrills of escape orientated simulation, a guilt free way of getting a kick, out of a guilt simply because the victim is a few pixels on the other side of the screen.

On the aesthetic side, computer art can produce cool marquee images that wouldn't be seen anywhere but on a computer screen. The powerful purity of Tom's landscape couldn't have been created by standard stop-frame

The Last Starfighter — here on? E. ▲

animation techniques. The use for sophisticated graphics and small scale simulations in industry are almost limitless; the potential for simulation is only limited by the power of current technology, not by imagination.

In films, these alternative worlds are seen to pose a threat. In Westworld a holiday resort of popular fantasies (ancient Rome, mediaeval times and the Westworld of the title) is designed and run by computers. It's the pleasure theme park until one of the androids (Yul

Brynner) rebels and chases, relentlessly, after one of the tourists, intending to exact revenge. It's a warning against dependence on technology alone, and the potential for chaos if even the most sophisticated computer systems.

Fear of future is the primary threat posed by computers. Films such as 2001: A Space Odyssey pose the problem that because humans write the programs, there's always a likelihood that programs would come across their own human situations, and go 'mad' as a result. This is the basis for many of fiction's fictive stories, and the heart of HAL's dilemma. HAL (theoretically programmed Algorithmic computer) receives orders which contradict his mission, this reason changes, a mission which suddenly sees human elements as a danger and kills human members who stand in the way, leaving Alex in command of Discovery. Poor Alex remains alone and mad as Hal, once a simple machine following orders. Ash, in Alien, is a similar pattern, the human members of the Nostromo's team are expendable, as the alien is not. The cold logic of a computer brain (and the minds of those who gave it its programs) allows no place for compassion, only for what is right according to a predetermined routine.

58 ▲ YC

A metallic version of Dirty Harry – A Robocop, designer miniture.

In *Plan By Brundle*'s program for his master transporter doesn't compensate for the presence of two creatures—the transporter and him, fuses (tragically) during transportation: makes the two on a genetic level to create a new unit. Passive computer error is often seen in terms of horrific results; in *RoboCop*, the ED-209 enforcement droid's logic parodied as arbiter in advanced technology, malfunctions and is unreeling with disastrous results. The cyborg cleaned as an alternative (RoboCop himself) is seen as a more feasible solution because it's at least partly human. He's controlled by three 'Directives' similar to Asimov's Laws and has to solve the contradictions between them. It's not easy being a machine.

Computers are also seen as a weapon to be held against us by faceless powers. Wargames suggest that one man's paranoia could lead to the destruction of the entire human race: media stories about the dangers of hacking echo a similar story on a smaller scale. Fears

ASIMOV'S LAWS OF ROBOTICS:

The way in which people's ideas about robots can be shaped by fiction is seen in Asimov's Three Laws of Robotics. Asimov, science fiction author turned legendary SF writer, wrote a series of short stories in the 1940s which set out to prove the difficulties of imposing a set of simple conditions on complex machinery. Since then, however, the Laws have been widely regarded as being a sound base on which to

create artificial intelligence. They are, in order of importance:

1. A robot must not injure a human being, or, through inaction, allow a human being to come to harm.

2. A robot must obey the orders given to it by human beings, except where such orders would conflict with the first Law.

3. A robot must protect its own existence as long as such protection does not conflict with the First or Second Law.

wants us than when we create an artificially intelligent computer lie, one that can actually learn, rather than merely compute. we don't really know what we're letting ourselves in for. One of the most chilling moments of the film is the HAL9's glib comment in reply to Dillinger's 'I'm sorry, Dave' I've gotten 2,415 more smarter since then.'

One film stands out as an example of what it could be like to live with free-thinking, artificially intelligent computers in the future: Ridley Scott's Blade Runner, itself based on Philip K Dick's novel, Do Androids Dream of Electric Sheep? It sees the world as much the same place as it is now, but exaggerated: the buildings are larger, the games dirtier, the attitudes harder... there's more indifferent. Most of the population know nothing of the misfits and deviations behind. The runaway androids from an off-world colony illegally escape to earth, and the Blade Runner assigned to track them down seeks out replicant leader (Rutger Hauer)

All 4X Imperial Walkers

Arnie at his lonely best in 'Terminator'

was only searching for a meaning to his own life, trying to discover why he must age and die. Ford's mission to kill turns to sympathy only when Hauer spares his own life. Most of all though, the retrieval of attitude can people have so androids when the androids are so like themselves?

When Gary Kasparov resigns beat the world's most sophisticated chess program, Deep Thought, his attitude was typical of current attitudes to computers - they'll never equal the human brain. I had a challenge Deep Thought for a match to protest the human race.

Current technology doesn't even begin to approach the sophisticated levels envisaged by 20th century futuristic Computers have come a long way and have great difficulty with speech recognition, they can't 'see' objects of any complexity, they have no true interaction with the real world. But since the most fundamental ideas in Blade Runner lies plot - are far enough away for the impact of computers in our current technology doesn't even begin to approach the sophisticated level of the real world. (Or are they?)

Tron - The lightcycle race, an idea that launched a thousand games.

SOME FAMOUS FILM ROBOTS

Gort: One of the first 'threatening' robots to appear on film in The Day The Earth Stood Still. Gort's probably best remembered for the command which stopped him running people's heads. Gort Klaatu barada nikto!

Robby: An example of the positive helper robot, first appearing in Forbidden Planet, based on the character Ariel in Shakespeare's The Tempest. Now without being nasty.

HAL: The ultimate form of artificial intelligence is Kubrick's 2001: A Space Odyssey. HAL encapsulates the fears of the technophobes: a computer out of control.

Huey, Dewey and Louie: Robots Can Be Cute Too: the trio of mummy's little helpers (drones) who trailed Bruce Dern in Silent Running, and helped him make mankind's future a better prospect.

C-3PO and R2-D2: Fallout Can Be Cute 2. Probably the most famous and the most artificial intelligence to appear on screen.

Twiki: A seemingly more pet to Buck Rogers.

Ash: More android on android. Ash from Alien is just another agent which powerful humans as to manipulate other humans. He's just carrying out inhuman orders, and isn't a threat in himself.

POST
APOCALYPSE

The man with murder on his mailbag delves into your efforts of scripture and comes out with a blaze of leaden spray Ozone friendly!
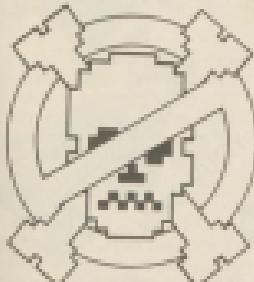
Ooh Aah, Jim Lad

I've noticed recently that EL5PA's piracy campaign has been stepped up. I am a so-called 'pirate' although I do not sell products for money. I only copy games off my friends because I cannot afford the prices that they are sold at.

Does this mean that if I'm caught I'll be locked up?

Capiran Pugwash, Brixton

PA, I know a pirate once. It's a terrible job to sit to do, And if you're caught, well I wouldn't build up too much of a relationship win as well! Know war I mean.

I reckon, the only way to stop worrying about getting caught is to stop committing the crime. Buy TC instead, and as guaranteed of some quality games anyway!

PIRACY IS THEFT

No Go Show

On the 19th November 1989 I visited the Commodore Christmas Show at the Novotel in London, and I must say that it was dull beyond belief. I was left out thinking that as a few 'major' companies were making an appearance that it would be more games orientated than it has been in the past.

This was not the case. Not only was it dominated by the Amiga, but all the software companies' stands only existed for the sale of their past products, nor my idea of a 'Christmas' show. I was not happy that if I witness next year.

PS. Where was YC? I was looking forward to meeting the team.
Derek Griffiths, Colchester

PA. Where was the team? Is as bad of course! I wasn't there because I was out teaching the pigeons in Trafalgar Square (no de cats round the corner)! But in all these excuses, I was looking for a scheduled for next year. The Computer Entertainment Show 1990 is replacing the PC Show, and could be right up your alley (they should call it Anabels, then)!

Complete Mental Case

Beware: watch the skies! My people are coming, and they are coming fast. The planet will be ours within a few short years, so run pathetic humans/oid, we are about to take over.
Agent ASME, Leytham, Glamanatory System.

PA. You're a weirdo! If you're not pulling me leg mate, I wouldn't I bet too much on taken us over, but to show our hospitality, you can make your resident in Milton Keynes.

Creepy Crawly

I am an ACU Wanted Computer User reader and have recently connected across to the C128D. I understand that you have appointed your fellow reader of my favourite writers on ACU so your games editor and this will make a definite improvement on the mag. Also, is this tendency the same Kev Henderson that used to write the Computer Gamewasters and, surprise, surprise, ACU! David Brown, Walton!

Ps, Rob is far very same man, although alas never worked on the mag together (his lucky!). Ed's job when he left, who's the way, when you said when Kev's mouse which mag did you think improved?

A. Who is this tasty beast? Ha Freddy? The Serpentchi? Nope, it's Pumpy.

Regular Request

You've got a load of columns (cool!), all of which are brilliant - apart from Tech Tips, that's boring - but are you ever going to have a film column?

It would be nice to regular, just a page every two months, telling us about films coming our war fin us film-buffs should look our

Erm... Er...

When are we going to see any competition results?
Carl Turner, Manchester

Ps, Go out excuses me do not have loads of results, honest!

For Most games nowadays extend from movies anyway, so how about it?
James Harrison, Corbie

Ps, Wheats do space! (Well, nor do space exactly, but a space somewhere in the magazine.)

Send your putrid scribblings to:

Post Apocalypse
Certain Mega-Deathsville
YC
Argus House
Boundary Way
Hemel Hempstead
Herts
HP2 7ST

The Computer Industry Karma Sutra

No. 4

Rik Henderson samples Beverly Gardner's Melons!
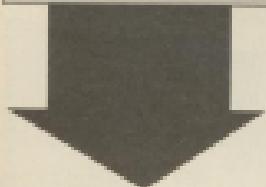
Rik's literal lustin' Death comes in many forms, even Bermuda shorts! Er.

Extermination

YC is brill! The cover is brilliant, the layouts are super, and the reviews are fair and informative. One thing (although Post Apocalypse is great) when are you going to introduce an incentive scheme to get more people to write in?
Paul Brady, Newcastle-upon-Tyne

Re: Now! You either write in or I'll blow your nipples off with my anti-bazooka! (I am great, aren't I).

Suicide Case

You are a fake. I reckon you're Rik Henderson really!
Carol Schofield
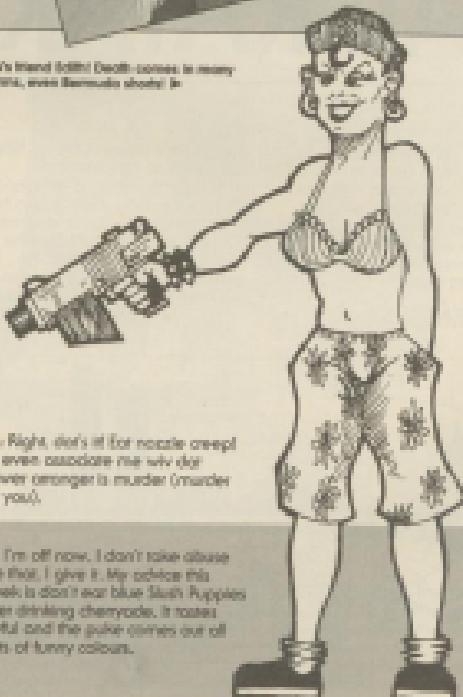
Rik, Right, don't I! Kar-nozzle creep!

I'm even-associate me wiv dat flower arranger is murder (murder for you).

I'm off now, I don't take abuse like that, I give it. My advice this week is don't eat Silver Slush Puppies after drinking chemicals. It makes awful and the puke comes out all sorts of funny colours.

HACKATAK

Y es folks, it's your favourite column bods again to help all troubled gunnistas, and your fear, as usual, Kirky Baby. This month I have a superb Batman Map lovingly drawn by Jack Rutter (my fav) plus hints, cheats and pokes to get the juices going!

BATMAN THE MOVIE (Ocean)

LEVEL 1

Bombers are a pain in the ass. When you are being attacked from above, the best thing to do is shoot the batrope under the bombers feet and climb up it. By the time you are level with him he should have his back to you, just begging to be zapped. Cops are not as nasty as bombers.

Shoot on sight. If there is one

behind and in front of you shoot one then duck, wait until the other hoodlum fires and then let him have it. Each frapes is guarded by a mad bomber, you'll need at least half your energy to finish this section. Once the guard has been disposed of, one swift shot is all that's needed to rid the lord of lock.

LEVEL 2

Time is precious so don't hang around. I found it was only possible to complete this section by moving top speed at all times! Sounds hard but staying to the centre lane, makes life a little easier for you. The best route in the Batcave is to raise the 1st, 5th, 4th, 6th, 3rd, 3rd, 5th, 4th, and 3rd corner.

LEVEL 3

I didn't like this level much, but who cares? I think you can figure this one out for yourself, it's easy!

LEVEL 4

Keep to a steady height (centre of the screen). Keep up a fairly fast pace so the batwing is still quite mobile in tight situations. As you approach the balloons, reduce your
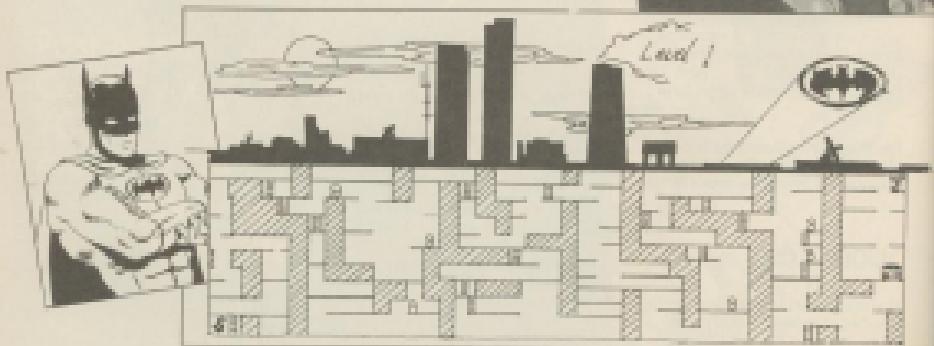
speed slightly in order to judge the height of the balloon. If you think you are going to hit it AVOID it as time is not so tight on this level.

LEVEL 3

Gord this is a tough level! The gameplay is almost the same as the Axis Chemical Works, but instead of working across you have to work your way up, this makes life harder for poor old Batman.

Watch for collapsible platforms when they start to change colour get the hell out of there. Also be on the lookout for spikes, simply swing over them to avoid falling, the Joker is not so hard, when the grinning madman comes in to sight zap him with the batrope then pump him full of bat logic's.

BLASTEROIDS (Image Works)
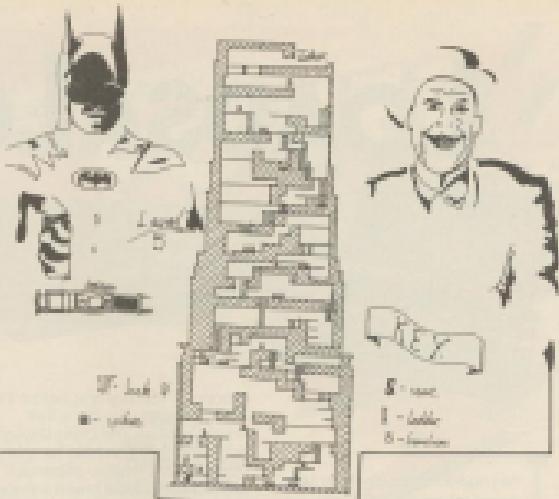
PONE 1 Y571 173 will give you infinite lives.
SYS 23836 will start the game.

Yet another Ocean game receives the Hotcakes treatment.
Several tips and a spot of grenade can be obtained by moving the runes I-ish. Let us notto there E0 as they carry dead marines off the screen. But try and use as little grenade power as possible as you'll need them for the end-of-level nasties.

LEVEL 1

To take out the huge gunship, try taking it to a nice picnic spot! Get on
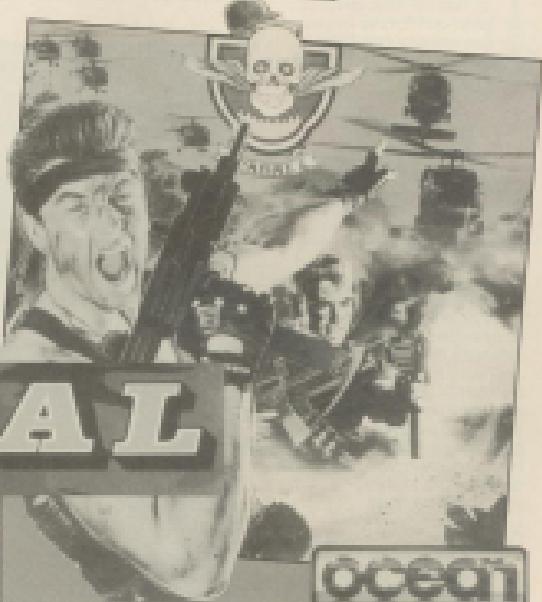
with it - !D1. Use every last grenade that the space has drawn! Then sit tip with the machine gun while avoiding the bombs. After a few seconds you should be laughing level 2.

Those of you who haven't got what it takes to reach the higher levels, try spraying the REWIRD TAPE message and leave the rope playing to the back, sit out the course, by the way, make sure you die on level 2 otherwise the cheat will not work.

The festive season drew to a halt and so, I'm sorry to say, does Hotcakes. Never mind though because we'll be back next month with another selection of tips, cheats and may be another map! If

you've got any tips and them to me, and if they are good enough we will print them and pay you absolutely nothing, er I mean you could win a fabulous prize. Bye!
Kirk Rutter

LoadsaLoads

although if you buy one before the 30th of January you get a free video (inc. P&P). This is a little steep, *Loadsr* worked every time. And software they loaded video ever to load every time, or not

Alternatively you can win one in our easy-to-enter compo.

Mills Computer Products Ltd. has given us five *Loadsrs* (sum total of around £200) for five lucky *YC* readers to win.

All you have to do is answer the two questions below (on the basis of a second envelope or postcard, with your name and address, and send it to:

Loadsr Compo,
YC,
Argus House,
Boundary Way,
Hemel Hempstead,
HP2 7ST.

Entries must be received by 28th February. Normal compo rules apply.

The Questions

1. In which city are Mills based?
2. How long is the guarantee on a *Loadsr*?

(Hint: Try looking at the advert)

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DESERT ISLAND DISKS: CRAZY HORSE!

Emlyn Hughes, Liverpool legend and TV Superstar, has now lent his name to two computer games from Audiogenic. **Rik Henderson** meets the man, and discusses his life, the universe and little Emlyn.

The time: About 1.30pm on a cold November afternoon.

The place: Downstairs on a chartered Audiogenic bus, somewhere between Oxford Street and Crickewood (Emlyn goes to Cricklewood).

Rik: You've left a Question of Sport and you've done one series of Sporting Triangles. Have you got any more plans?

EMLYN: Yep, certainly! We've got a new series of Sporting Triangles starting in February, which this year has been increased from thirteen weeks to fifteen weeks, but it could be seventeen weeks, I'm not sure. I've also got a new series of Combat which I did for Anneka Rice and the army. It looks as though there's a new series of that starting at the back end of February. And it looks

as though I'm going to be involved with the TV for the World Cup coverage from the first week in June to about the second week in July, so the next six months are going to be very, very busy for me in Television work, which is great for me in terms of personality, publicity and publicising my name, etcetera. But it's all work, travelling all over the country, Promotion work, interviewing, radio, working for ball companies, things like this (gesturing at the surroundings), promoting games that I'm involved with, it's all madness, it's bonkers.

RIK: Is that why they call you "Crazy Horse"?

EMLYN: (Laughter) 'Crazy Horse' is a long, long story, but a shortened down version of it is that I was a nutcase on the football field. I would have done anything on the football pitch to win a game. I would have done anything. I was absolutely barmy! But that's a shortened version of it, I was crazy!

RIK: Yeah, I'm a Liverpool supporter myself.

EMLYN: Are you? Well done son, good lad!

RIK: On the computer side, your son plays games. Does he play a lot?

EMLYN: Very, very much so. I honestly don't have the time myself. I'm never home anyway because I'm always travelling, but when I do get home I tend to put my feet up, or go for a bike to rest with the missus and the kids. But our Emlyn and Emma, she's the eldest, she's fourteen, she is permanently on the computer, to be totally honest with you he's a flaming nuisance, because he's on it so much. He's playing with it twenty four hours a day until he should be studying and he should be working hard at school. I'm not saying he doesn't work hard at school but he's on it too much. He always plays the games, I mean he always plays the international game.

RIK: Do you think he'll be playing the Trivia Challenge when it comes out?

EMLYN: I feel certain he'll be playing it because I'll make him play it. It'll mean he's going to learn something from it, yeah, he will certainly be playing the Trivia game.

Now if you wanted to do my top ten computer games, I'll assure you number one's International Soccer. Number two's going to be the Trivia game, so if you want to ask Peter (the head of Audiogenic), I'm sure he'll give you the other eight to add on the top of that. So get the other eight off him and you'll have my ten.

And so the bus drove on into the sunset, and Emlyn was left to organise his thick lump of a dopey face. I sat and contemplated what it must feel like scoring a goal for the Reds!

DIE ALIEN SCUM!

Pick a game. Any game. Fright 'em, shoot 'em up, subteruse. RPG, even chess - you name it, chances are it's violent. Some kind of destructive element is part and parcel of practically every computer game from Pacman to Populous, from Asteroids to Zork. And let's face it, it'd make for some terribly dreary games if they weren't allowed to be completely cut out.

What kind of a game would Space Invaders make, if instead of blasting the little green munsters, you had to jettison miniature peace treaties into outer space? Imagine Batman without the joker. Op Wolf with the UZI cut out or Gauntlet minus ghouls. Like it or not, some of the best games around - Barbarian, Battle Chess, Dungeon Master, Stryder, Robocop - are extremely violent, and it's the violence which makes them so much fun.

So what's wrong with this. A bit of punching here and there or a pixelated sub-machine gun isn't going to do any harm. No perfectly normal, happy-go-lucky kid is going to turn into a homicidal Hulk overnight, just because he played a game of Space Invaders.

Fine, but there are some people who disagree. Whether games should or shouldn't contain violence is turning into a pretty violent debate in itself. In one corner we have Ms Mary Whitehouse, heavyweight champion of morality, and in the other a man from the computer industry and the people who play the games. If you've got a computer and you've enjoyed products like Pacman, Better Dead than Alien and Technocop, the

argument may look pretty bleak and white to you. But is anything ever really as simple as that?

When Ms Whitehouse and her supporters turned their attention to the content of computer games

they were shocked. All those Commodore 64s, BBCs, STs and Amigas which were bought by parents in the hope that 'going might' might be put to an educational machine turned out to be running extremely

OPERATION WOLF

RAMBO III

Jack the Ripper
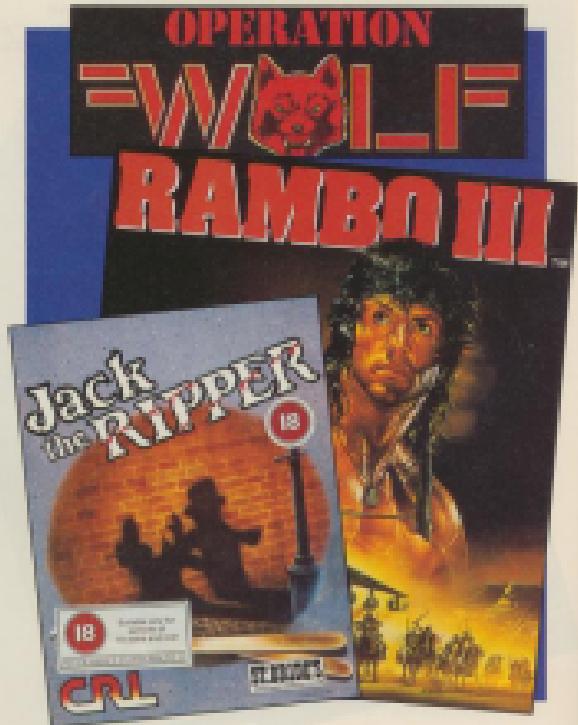
ify software. If you're not hitting around killing people (Barl Warrior) or sticking knives into rodents' backs (Park Dangerous), you're running military campaigns in politically volatile areas (the Russo (Red Storm Rising) and Vietnam conflicts). In a world in which the crime rate is soaring, they reckon that all this gratuitous violence enforces the dangerous view that might is right and through strlength. And at the very least they want censorship, or their most extreme they want violent games (like shoot 'em up) totally banned.

On the one hand their argument completely holds true. There's some truth in most games you're not thinking about the secenario or the qualities of your enemies; how to get past the next wave of Alpha Centaurians when they're about to mega bazooka your space blaster (as it records with your 'blaster' to death). Whether you're shooting at a Russian, a Korean or a little green man from Mars you simply don't care. All you enjoy (Red Storm Rising if you were head honcho on the KGB).
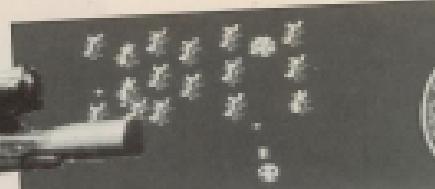
Secondly, the anti-violence campaigners assume that gamers don't understand the difference between fiction and reality. Somewhere in the middle of the game, what's on the screen and what's happening in real life will start to blur and the player will probably easier to distinguish a computer game from reality than a film or a particularly violent programme on TV. A pixellated spider, however fantastic the graphical capabilities of your machine, isn't going to be as realistic as a photograph. RoboCop on the big screen is hardly the same as RoboCop on your C64.

On the other hand, less temptations and far crazier may have for on something of a point. Obviously you're not going to walk out of your house and bludgeon the residents of Acacia Avenue after a game of Operation Wolf. But the influence a game has over you, especially one that's set in a contemporary scenario rather than an obviously fictitious world, could be a lot more subtle than that. The target of your subversive strategies in Red Storm Rising may be relevant to the gameplay but that doesn't alter the fact that it's all a Russian bad wolf. The scenario might not be definitely encouraging you to

DEAD CITY STARRING IN

BETTER DEAD THAN ALIEN

ALSO DEAD EATERS · DYING · RIFLE · HOME · EVERY

RAMBO III

ROBOCOP

think badly about Eastern Europe
but it's not exactly inviting you to
shoot lots of it either. If you've
already got a bad opinion of
Russians it's only going to be
strengthened by playing this but if
you're too young to be interested in
politics this might be the only view
of Russia that you've got - and it's
not exactly an unbiased one.

Censorship really is a black and
white issue either. There are some
subjects which almost everyone
would agree are unsuitable for
games. You might not think Russia
is one of them but what about the
facist games which were doing the
rounds in Germany earlier this year -
games which involved you taking
the role of concentration camp
commandants and had you shooting
Jews and setting dogs on escaping
prisoners? A pacifist who felt there
would be a shoot 'em up which had
you playing the IRA and knocking
off members of the British Army in
Northern Ireland. It that's a bad taste
why isn't shooting hordes over
Russia?

You may then games supporting
Nazis should be banned and games
having Russians should be. If that's the
case, how are you going to define
where the censors should draw the
line? And if some games definitely
should't be allowed on the market,
who should make that decision?
Should leave software be subject to
some kind of rating system, like
films, or should it simply be a case of
trusting in the integrity of the
software publishers? As soon as you

start to admit that some subject
matter or game concepts are
unacceptable, you've got to
consider whether or not that justifies
regulating against them. And that
leads you into all sorts of complex
questions like freedom of
expression, freedom of the media,
whether or not it's right to censor
anything, even whether censorship
works at all. What started out
looking like a pretty straightforward
debate can end up getting
extremely complicated.

Anyone who enjoys computer
software knows that Mr. Whitehouse
is exaggerating. As long as you
don't start mixing up fantasy and
reality there's nothing wrong with a
bit of violence on your monitor. But
there's everything wrong. On the other
hand out there a scope for
exploiting dubious subject matter. In
many ways the best people to
judge the effects of computer
games are the people who know
most about them - the
gamesplayers. In the end, where
we stand in the argument is entirely
up to you. Let remember there are
a lot of forces to consider than
whether or not a game makes you
want to go out and kill someone's
head in. Oh... and if you do start to
feel and uncontrollably violent urge

in the middle of a game of Space
Invaders, switch off your computer,
put on a seat-jacket and consult a
doctor - fast!

VIOLENT TYPES

BARBARIAN II - a definite blood and
gore hack 'em up famous for its
excellent violent effects. The
opponents are monsters rather than
people, having your head snapped
off by a ginormous chicken a fatal
fantasy. Not much chance of
confusing fiction and reality here.

OPERATION WOLF - the first person
perspective actually lets you look
into the eyes of your victims as he
dies. Because of its unadulterated
violence and positive portrayal
overtones it's come in for a lot of
criticism. The question is, do you play
it for the satisfaction of viewing the
expression on the enemies' faces as
they die, or just because the quick-
fire action is extremely tense and
addictive?

ROBOCOP - the RoboCop film
licence ignores the conflict between
the will of the man and the
programming of the machine,
which makes up a large part of the

film, and concentrates almost purely on the movie's violent aspects. The measures are exclusively drug dealers and murderers, though, and the setting's very much removed from modern life.

TECHNOCOP - hum-drum shoot 'em up-run-driving game which had an incredibly OTT death sequence on the Amiga. Would this influence you to think that it's OK to shoot first and ask questions later?

JACK THE RIPPER - when you think of violent computer games, a rent adventure isn't the first thing that springs to mind, but because of its accompanying graphics this one was published with an 18 certificate. The pictures, hardly overwhelming on a 64, were the main reason, but it was really the text, if anything, which was more gruesome. Everyone who got hold of a copy was, of course, really and truly under eighteen.

RED STORM RISING - Micorprose are often criticised for producing software with politically dubious scenarios. In this case the background actually came from the Tom Clancy novel of the same name but the message on the front of the box is clear: Save The World From Soviet Domination.

▶ In the foggy streets of Old London Town a figure stalks!

DESERT ISLAND DISKS: FUNKY GIBBONS

Dave Hughes discovers the games that comic supremo Dave Gibbons dabbles with.

Dave Gibbons - Artist on the award winning watchmen who has recently received critical acclaim for his writing skills.

Dave Gibbons is a widely-recognised figure in the false world of graphic literature. Catapulted to comic fame with the hugely successful WATCHMEN series (which he illustrated for established comic writer, Alan Moore), Dave Gibbons began working in comics full-time after he gave up his job as a surveyor in 1973. At the time he was working primarily for COSMIC COMICS, but he also produced the short series POWERMAN independent magazine. His major work came from British weekly comics, 2000AD, for which he has drawn such strips as HARLEM HEROES, DAN DARE and ROGUE TROOPER. From 2000AD he was offered the title strip in Marvel UK's DOCTOR WHO WEEKLY magazine.

His association with WATCHMEN publisher DC Comics began with his work on the GREEN LANTERN series in 1982, but it was WATCHMEN that won he and Alan Moore a best writer/artist combination award. The first issue, published in September of 1986, took the industry apart by storm; experimentation in design, style, format and the usual superhero formula made it compulsive reading, set in an alternative world very much like our own. WATCHMEN portrayed superheroes as outlaws - the now-infamous Keene Act had been passed twenty years earlier, making all costumed vigilantes illegal. From simple cardboard characters in tights, it covered issues such as rape, racism, violence, politics, the nuclear situation, war and sex in a more twelve-part saga. It's the graphic story for which later draws have been judged, and rightly so; Gibbons had worked with Moore once before, on a Superman story, called 'For the Man Who Has Everything', featuring Batman.

Robin, Wonder Woman, the Fortress of Solitude and Krypton. "If I had to pick my top two stories that I've ever done," Gibbons declares, "that would have to be one of them. A real joy all round."

Since WATCHMEN Gibbons has been fairly quiet, working more as a writer than as the artist he became famous for and, to everyone's annoyance (and admiration), working equally well in both mediums. A Gibbons-written story recently appeared in the comics anthology magazine A1, and he is currently writing GREEN LANTERN. Is story he once illustrated, for the new-look 2000AD. He is also working on GIVE ME LIBERTY, and he is illustrating for Frank Miller, the creator of BATMAN and ROBOCOP II scriptwriter. He therefore doesn't have too much time for computer games but after consulting his "software expert" (his two-year-old son) he came up with this list of titles.

The evil watchmen group below the A teams out abolished tests of newsmen.

One of the more touching moments in the brilliant Watchmen.

Dr Manhattan before his 'change'.

MISADV

Dear Scumbag, welcome to another edition of Cedric's column, the meanest, most vicious adventure page around. We've got a lot of letters to get through this month so enough of the introduction and on with the insults.

Dear Cedric,
What sort of name is that for a barbarian? Cedric is for wimps. Get yourself a real name or I shall stop reading the column. P.S. I bet you're a loser.
Marvin 'Muckerman' White
Edinburgh

The first person to ask me that soon lost ten pounds of ugly fat when I

cut off his head. I wouldn't like to start this page the same way so on with your pig-ignorant face.

Dear Cedric,
I am stuck in the Kobrin where I still can't get out of the goblin's dungeon. Can you help please?
David Masterns, Bristol

Point Call yourself an adventurer. That's absolutely pathetic. Everyone finished that game years ago. I suggest that you give up any thoughts of following an intelligent career and go and be an estate agent instead.

Dear Cedric,
I wonder if you agree with me that adventures and role playing games provide a much needed stimulus to the youth of today. Too often their chosen playthings do little to activate the development of the spatial responses involved in the mental-tactics that are war and ifs survival in the socio-economic structures of a Post-Revolution world. Games like this can only help in

developing their minds and should be encouraged as much as possible.
Michael de Fontna, London

Post-Freudian what? Go on false you pretentious little arc's bladder. People play games like this cos they can kill lots of things. I have no hesitation whatsoever in awarding you my Dragon Bottom Biter of th Month award.

Dear Cedric,
Your grievances with women is very well known so I wonder if you could write a bet between me and my mate. Do women dwarves have beards?
Jamie 'I love body hair' Wilkinson
Dorset

My success with women is, if anything, understated, but even I wouldn't stoop so low as to try and make out with a dwarf chick. I have neither the time, nor the inclination, to learn limbo dancing or build her a pair of stilts. Seriously though I don't really care why other people ask write in. The only advice that I can give is that I don't know of anyone who has ever seen a clean shaven female dwarf.

Dear Cedric,

Please can you tell me how I can become a barbarian when I grow up?

Andrew Cohane (aged 9), York

I am sorry to have to tell you that someone is going to have to tell you the facts of life one day. There are no barbarians or dwarves or dragons. Just as there is no such thing as Father Christmas, the Tooty Fairy or a winning England Cricket team, everything in this column is make-believe written by a drunken old hack at the whim of an even more drunk editor.

Alternatively, eat those Shredded Wheat for breakfast and read as many princesses as possible.

Finally, just to show you that I do occasionally know what I'm talking about, here are some hints and tips for the later Dungeons and Dragons game from SSI, Curse of the Azure Bonds.

Do not accept any elves into your party. In the highly probably event that they get killed, you cannot resurrect them. As far as other resurrections go, they can be performed in camp so don't bother wasting a cleric spell on them - try Fiorrel strike or Stay being unlevel, something that will prove useful in combat.

Make sure that you give the ring of wizardry to one of your mages. It doubles the number of spells that you can cast. Magic make spells become quite potent in the hands of wizards and do a lot of damage

for a four level spell. They are especially useful against the assorted lots of vegetarian men (or whatever). The worst found just outside the pit is also useful against these creatures and can be used by clerics.
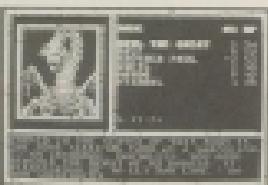
It is vital to hit every opposing magic user and cleric in each combat round - they have the ability to seriously damage your health if they are allowed to cast spells. Area spells such as fireball work very well when you have room to use them but beware - several creatures are protected against these spells - use ice
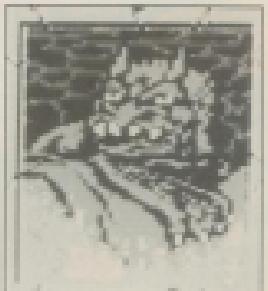
drain instead.

Cast a spell in preference to using a wand or scroll - it is generally more potent. Save the charges on your wands for when you have been hit and are unable to cast a spell.

Always pay the money to have a magic item identified - there is not much else to spend your ill-gotten gold on and quite a few objects have additional powers that you won't discover by trial and error.

The foun stones save one of your ambushes by one point for as long as you keep it equipped - different colours for different values.

In combat, it is generally much better to gang up on one opponent and kill him rather than wounding two or more enemies. Dead men don't fight back.

Save your position frequently and use two separate disks, there is at least one infinite loop in the game that made me have to scrap from scratch. Take special heed if the program warns you that the next bit is going to be dangerous - it will bet! Saviodes are our fun!

In the final section of the game, the curse in your final bond means that you will not be able in camp and weapon your spells so don't use them unless it is absolutely vital - save them for the enemy.

That's all for this month. May you never lose a toadstool in the eye.

VENTURES

◄ Oh no, it's a Dracexlaxe!

▼ Which of the bitter robbers Dracoblood

▼ Coming on a see, that's not a Dracexlaxe

Yes, it's a Dracoxlaxe ▲

FLAME ON

Hugo Tate. Balding, heart broken, and frustrated
Stuart Green interviews the pillar full of these

HUGO
TATE

Hugo Tate is twenty-
one years old, and
he's not very happy.
His hair is falling lankly to the
side, he's in need of a haircut. Tim
thinking of growing it", he explains,
"but I don't know if I'm actually
anyway. I can't afford a haircut."

We'd decided to meet in my
local haunt, The Prince Albert,
Brixton. As he wore further into his
pint, Hugo tells me about the time
he shaved his hair.

"Cut it off, but I was fed up with
it. I didn't wanna have any hair 'cos
everybody peered me off, because
they were all worried about their
hairstyles. I just wasn't interested, so I
cut it off, and now I'm a skinhead. I
mean I was, but I wasn't part of their
religion. I just didn't wanna be
bothered with it, So I'm like the
same thing, only now I'm letting it
grow again."

Hugo prides himself on his
individuality, he doesn't like to be
labelled.

"It's very important to me. I don't
want to be like everyone else
because everyone else are washers,
aren't they?

"Seriously, a lot of people are
weird I think, I don't wanna be like
those units. It upsets me. It's not like
real life. I look at that, sometimes
look at people, and they're very
weird."

Although he's spent sometime in
the country, and living by the sea,
Hugo currently lives in a big
anonymous tower block
somewhere in the wastelands of a
dole-planning disaster. He lives on
the top floor with his friend Rufus,
worrying about his love life,
swearing at the car, regretting it a
moment later and staring anxiously
at the blank pieces of paper lying
around his home.

"I wanna be a writer. I wanna
write short stories I think, though I'm
not sure. I've got a lot to express, the
problem is, most artists and writers
are a lot of wankers. I haven't got a
word processor. When I do write I do
everything long-hand because I like
to sweat over it. These things, I hate
them, they just take the craft away

from it all."

His good friend Nick Abadzis
(that is, if Hugo can be said to have
any good friends) once answered
him, 'Hugo Tate: Flame Of Here'.

"I have some burning questions I
used to have this recurring dream
about being chased by the devil.
He's important are burns. It's because
dreams have a big effect on your
waking life. This particular dream I
kept on having, until finally I
decided to look at the devil. And he
was me, and that really scared me."

Hugo, over his Guinness,
laughs.

"I recognised myself there, it's
really clichéd and lame, but jus' 'cos
it's simple and cliched it doesn't
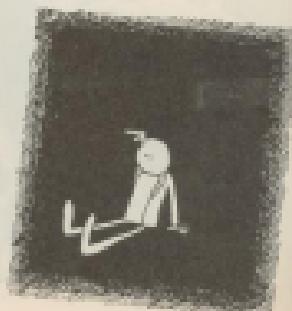mean it's not true. That's when most
many bad dreams arise then."

So he's not so bad as he seems
on the surface. He's just cresting up
and not telling us the whole truth.
He's got a lot of problems to work out,
but I know that if I cast him there
seriously. His girlfriend Marie has just
left him to go back to her home in
California, he's missing her, and he
regrets not having the chance to say
goodbye. He's also having a
misanthrope when it suits him.

"It's like I was saying before. If
people are too obsessed with their
clothes, like my Mum was with her
little boutique in front, and she
can screw up a lot of things. Gloria,
you from this important thing in life.
Bad caring for people, the way you
talk to people, things like that. And
that's bad."

He cares about the world, and
he'd vote Green if 'they hadn't
flushed the world down the toilet
years ago already", but for now he's
happy with the content of his
own life. He cares about the world.
He unemployed hate that he's found
himself in.

No one will make a computer
game out of Hugo Tate's life
though, no would they? Hugo Tate by
Nick Abadzis appears every month in
DEADLINE magazine alongside
Tank Girl, Wired World, Shaky Kane
and Johnny Nemo. £1.50 on your
newstands.